RULES OF GAMES AND SPORTS

To

the memory of

HARRY CROWE BUCK

Founder-Principal,

Y.M.C.A. College of Physical Education

Saidapet, Madras,

1922-1943

To his initiative is due the spread
of scientific physical education
in India, Pakistan, Burma and Ceylon

RULES OF GAMES AND SPORTS

REVISED AND BROUGHT UP-TO-DATE
BY THE STAFF OF THE

Y.M.C.A. COLLEGE OF PHYSICAL EDUCATION
SAIDAPET, MADRAS

CRICKET - FOOTBALL - HOCKEY
BASKETBALL - VOLLEYBALL - SOFTBALL
LAWN TENNIS - BADMINTON - TENI-KOIT
TABLE TENNIS WRESTLING BOXING
ATYA-PATYA - KHO-KHO - HUTUTU - KABADDI
(CHEDUGUDU) NETBALL - THROWBALL
SWIMMING - DIVING AND WATER POLO
TRACK AND FIELD SPORTS

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NOTE

This Book of Rules of Games and Sports was originally compiled by the late Mr. H. C. Buck, founder-Principal of the Y.M.C.A. College of Physical Education, Saidapet, and was first published in 1929. The fact that it has since gone through twelve editions shows its wide popularity.

The present edition has some important new features. The Rules of Track and Field Sports are the latest International Rules which will be followed at the World Olympic Games at Helsinki. There are several additions and modifications which should be taken special note of. The Rules of Volleyball, Softball, Basketball and Swimming are also the latest International Rules which have undergone considerable modifications. The Rules of Cricket, Football and Hockey are also brought up-to-date.

The Rules of Kho-Kho, Atya-Patya and Hu-tu-tu (Kabbadi or Chedugudu) as adopted by the *Akhil Maharashtra Shikshana Mandal* are again printed in this edition by the kind courtesy of the Mandal. The Kabbadi Rules, as adopted by the Indian Olympic Association, are also included.

A new section on Table Tennis is an additional feature of this edition.

In bringing these rules up-to-date, the members of the staff of the Y.M.C.A. College of Physical Education have consulted the latest available literature in the field. For clarification of any rule, you may write to the Principal.

We hope this book will continue to serve all those who are engaged in the promotion of games and sports in India which is the one great aim of the Y.M.C.A. College of Physical Education.

C. C. ABRAHAM, B.A., M.P.E.,
Principal.

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The Laws of Cricket

AS REVISED BY THE MARYLEBONE CRICKET CLUB TOGETHER WITH OFFICIAL NOTES AND ADDITIONAL COMMENTS

The M.C.C. has always been accepted as the constitutional authority for revising and giving decisions on the Laws, and the code has gradually developed to meet the changing requirements of the game. Major revisions were carried out in 1835, 1884 and 1947.

The Laws and Official Notes of the 1947 Code are given in full in this book together with Additional Comments. The latter may not be strictly official, but it is believed that they represent the best opinion available on the points which cause the most difficulty and uncertainty in the minds of players and inexperienced umpires.

SIDES

1.—A match is played between two sides of eleven players each, unless otherwise agreed. Each side shall play under a captain who, before the toss for innings, shall nominate his players who may not thereafter be changed without the consent of the opposing captain.

Notes.—(a) If a captain is not available at any time, a deputy must act for him to deal promptly with points arising from this and other Laws.

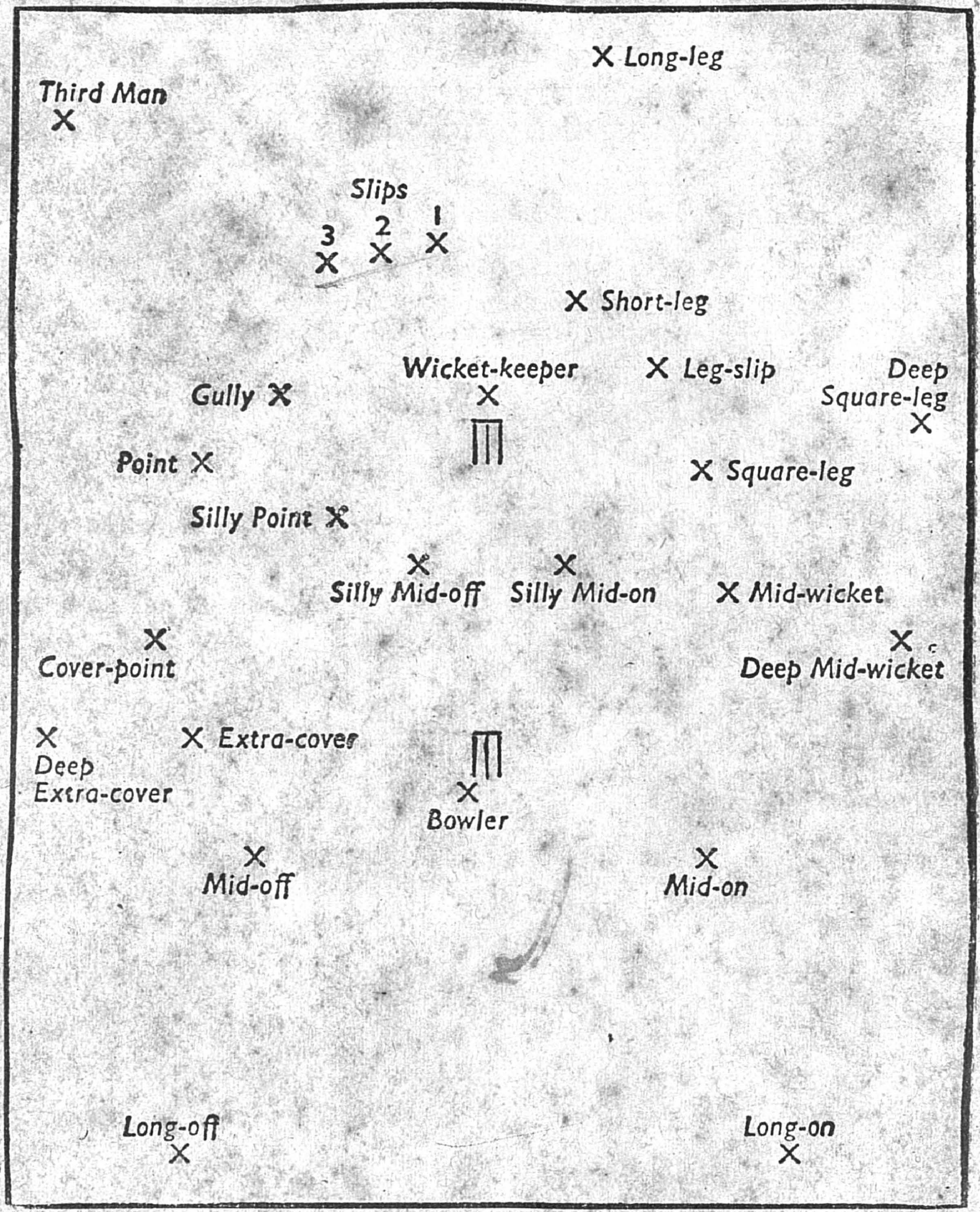
(b) A side should not field with more than eleven players.

SUBSTITUTES

2.—A substitute shall be allowed to field or run between the wickets for any player who may, during the match, be incapacitated from illness or injury, but not for any other reason without the consent of the opposing Captain ; no substitute shall be allowed to bat or to bowl. Consent as to the person to act as substitute in the field shall be obtained from the opposing Captain, who may indicate positions in which the substitute shall not field.

Notes.—(a) A player may bat, bowl or field even though a substitute has acted for him previously.

(b) An injured batsman may be 'Out' should his runner infringe Laws 36, 40 or 41. As *striker* he remains himself subject to the Laws ; should he be out of his ground for any purpose he may be 'Out' under Laws 41 and 42 at the wicket-keeper's end, irrespective of the position of the other batsman or the substitute when the wicket is put down. When *not the striker* the injured batsman is out of the game and stands where he does not interfere with the play.



A TYPICAL FIELD SETTING

Additional Comments.—A substitute can only be claimed as a right for a player who becomes unfit during the match. In all other cases the consent of the opposing captain is necessary.

A player on the team list can bat, even if a substitute has fielded for him throughout an innings. A substitute can keep wicket.

It is sometimes not appreciated that if the runner is standing in front of the popping crease when the striker is receiving the ball, and the wicket is put down, the striker is out 'Run Out' although he has never left his ground.

THE APPOINTMENT OF UMPIRES

3.—Before the toss for innings, two umpires shall be appointed; one for each end to control the game as required by the Laws with absolute impartiality. No umpire shall be changed during a match without the consent of both captains.

Notes.—The umpires should report themselves to the executive of the ground 30 minutes before the start of each day's play.

THE SCORERS

4.—All runs scored shall be recorded by scorers appointed for the purpose; the scorers shall accept and acknowledge all instructions and signals given to them by the umpires.

Notes.—The umpires should wait until a signal has been answered by a scorer before allowing the game to proceed. Mutual consultation between scorers and the umpires to clear up doubtful points is at all times permissible.

Additional Comments.—The scorers may not dictate to the umpires. They can however question them on any point about which doubt exists. In practice games played by juniors, they can direct the attention of the umpires to points such as miscounting of the number of balls in the 'Over', etc., without interrupting.

THE BALL

5.—The ball shall weigh not less than $5\frac{1}{2}$ ounces, nor more than $5\frac{3}{4}$ ounces. It shall measure not less than $8\frac{13}{16}$ inches, nor more than 9 inches in circumference. Subject to agreement to the contrary either captain may demand a new ball at the start of each innings. In the event of a ball being lost or becoming unfit for play, the umpires shall allow another ball to be taken into use. They shall inform the Batsmen whenever a ball is to be changed.

Notes.—(a) All cricket balls used in first-class matches should be approved before the start of a match by the umpires and captains. The latter may demand a new ball at the start of each innings.

(b) After 200 runs have been made off a ball in first-class matches, the captain of the fielding may demand a new one. In other grades of cricket this regulation will not apply unless so agreed before the toss for innings.

(c) Any ball substituted for one lost or becoming unfit for play should have had similar wear or use as that of the one discarded.

Additional Comments.—In first-class cricket the rule is temporarily suspended. But a new ball may be claimed after 65 overs.

For junior cricket the small ball weighs 4¾ ozs. The Women's Cricket Association standard ball weighs 5 oz.

THE BAT

6.—The bat should not exceed 4¼ inches in the widest part; it shall not be more than 38 inches in length.

Additional Comments.—A full-sized bat normally weighs about 2 lbs. 3 oz. For boys, a lighter bat may be permitted.

THE PITCH

7.—The pitch is deemed to be the area of the ground between the bowling creases, 5 feet in width on either side of the line adjoining the centre of the wickets. Before the toss for innings, the executive of the ground shall be responsible for the selection and preparation of the pitch; thereafter the umpires shall control its use and maintenance. The pitch shall not be changed during a match unless it becomes unfit for play, and then only with the consent of both captains.

Additional Comments.—The width of the pitch (10 ft.) is intended for Turf. The width of an artificial pitch is that of the playing surface.

THE WICKETS

8.—The wickets shall be pitched opposite and parallel to each other at a distance of 22 yards from stump to stump. Each wicket shall be 9 inches in width and consist of three stumps with two bails upon the top. The stumps shall be of equal and of sufficient size to prevent the ball from passing through with their top 28 inches above the ground. The bails shall be each 4⅜ inches in length, and when in position on the top of the stumps, shall not project more than ½ inch above them.

Notes.—(a) The use of stumps with metal fittings is a source of danger and should not be encouraged.

(b) Except for the bail grooves the tops of the stumps shall be dome-shaped.

(c) In a high wind the captains may agree, with the approval of the umpires, to dispense with the use of bails.

Additional Comments.—For small boys the pitch may be 21 or 20 yards long.

THE BOWLING AND POPPING CREASES

9.—The bowling crease shall be in line with the stumps ; 8 feet 8 inches in length ; the stumps in the centre ; with a return crease at each end at right angles behind the wicket. The popping crease shall be marked 4 feet in front of and parallel with the bowling crease. Both the return and popping creases shall be deemed unlimited in length.

Notes.—The distance of the popping crease from the wicket is measured from a line running through the centre of the stumps to the inside edge of the crease.

Additional Comments.—A batsman is within his ground if some part of his bat or person is grounded inside the popping crease.

ROLLING, MOWING AND WATERING THE PITCH

10.—Unless permitted by special regulations, the Pitch shall not be rolled during a match except before the start of each innings and of each day's play, when, if the captain of the batting side so elect, it may be swept and rolled for not more than 7 minutes. The pitch shall not be mown during a match unless special regulations so provide. Under no circumstances shall the pitch be watered during a match.

Notes.—(a) "Special Regulations," within the framework of the Laws, referred to in this and subsequent Laws are those authorised by M.C.C. in respect of County cricket, or by Overseas Governing Bodies in respect of cricket in the countries concerned. Such regulations do not apply to matches played by touring teams unless included in these Notes and interpretations of the Official Laws, or unless agreed to by both parties before the visiting team arrives.

(b) The umpires are responsible that any rolling permitted by this law and carried out at the request of the captain of the batting side, is in accordance with the regulations laid down and that it is completed so as to allow play to start at the stipulated time.

(c) The time allowed for rolling shall be taken out of the normal playing time if a captain declare an innings closed either, (i) before play starts on any day so late that the other captain is prevented from exercising his option in regard to rolling under this Law, or (ii) during the luncheon interval later than 15 minutes after the start of such interval.

(d) In Australia, South Africa and New Zealand if at any time a rain affected pitch is damaged by play thereon, it shall be swept and rolled for a period of not more than 10 consecutive minutes at any time between the close of play on the day on which it was damaged and the next resumption of play, provided that :

(i) The umpires shall instruct the groundsman to sweep and roll the pitch only after they have agreed that damage caused to it as a result of play after rain has fallen warrants such rolling additional to that provided for in Law 10.

(ii) Such rolling shall in all cases be done under the personal supervision of both umpires and shall take place at such time and with such roller as the groundsman shall consider best calculated to repair the damage to the pitch.

(iii) Not more than one such additional rolling shall be permitted as a result of rain on any particular day.

(iv) The rolling provided for in Law 10 shall not be permitted on any day on which the rolling herein provided for takes place within two hours of the time appointed for commencement of play on that day.

(e) The pitch may be mown under the supervision of the umpires before play starts on the third day of a match (or on the Monday of a match starting on the preceding Friday or Saturday) and thereafter on each alternate day.

Additional Comments.—It is not permissible to use the roller earlier than 30 minutes before play starts on the second and subsequent days.

If play is stopped for any reason for a day, the mowing is permitted on the first day of the resumption of the play and on every other day following.

COVERING THE PITCH

11.—The pitch shall not be completely covered during a match unless special regulations so provide ; covers used to protect the bowler's run up shall not extend to a greater distance than 3½ feet in front of the popping creases.

Notes.—It is usual under this Law to protect the bowlers' run up before and during a match, both at night and when necessary, during the day. The covers should be removed early each morning, if fine.

MAINTENANCE OF THE PITCH

12.—The batsman may beat the pitch with his bat, and players may secure their footholds by the use of sawdust, provided law 46 be not thereby contravened. In wet weather the umpires shall see that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play.

INNINGS

13.—Each side has two innings, taken alternately, except in the case provided for in Law 14. The choice of innings shall be decided by tossing on the field of play.

Notes.—(a) The captains should toss for innings not later than 15 minutes before the time agreed upon for play to start. The winner of the toss may not alter his decision to bat or field once it has been notified to the opposing captain.

(b) This Law also governs a one-day match in which play continues after the completion of the first innings of both sides. (see also Law 22).

Additional Comments.—In half-day cricket, it is often agreed to fix a maximum period for an innings, usually by limiting an innings to an agreed number of 'Overs' (See Law 18).

The toss can take place at any time, but the winner can delay his decision to bat or field until 15 minutes before play is due to start.

FOLLOWING INNINGS

14.—The side which bats first and leads by 150 runs in a match of three days or more, by 100 runs in a two-day match or by 75 runs in a one-day match, shall have the option of requiring the other side to follow their innings.

Notes.—In Australia the lead necessary to enforce a follow-on in a match lasting three days or more is 200 runs.

DECLARATIONS

15.—The captain of the batting side may declare an innings closed in a match of three days or more, at any time on the second and succeeding days; in a two-day match, at any time but on the first day not later than 1 hour and 40 minutes before the hour agreed on for drawing stumps; in a one-day match, at any time.

Additional Comments.—The rule regarding a declaration on the first day of a two-day match applies to both sides, e.g., Side A bats first and is out for 75 runs, if Side B decides to declare, it must be done at least 1 hour 40 minutes before the close of play.

In English county cricket an experimental rule is in force allowing a captain to declare at any time on the first day of a match.

16.—When the start of play is delayed by weather, Laws 14 and 15 shall apply in accordance with the number of days' play remaining from the actual start of the match.

COMMENCEMENT AND CLOSE OF PLAY AND INTERVALS

17.—The umpires shall allow such intervals as have been agreed upon for meals, 10 minutes between each innings and not

more than 2 minutes for each fresh batsman to come in. At the start of each innings and of each day's play and at the end of any interval the umpire at the bowlers' end shall call "Play," when the side refusing to play shall lose the match. After "Play" has been called no trial ball shall be allowed to any player, and when one of the batsmen is out, the use of the bat shall not be allowed to any player until the next batsman shall come in.

Notes.—(a) The umpires shall not award a match under this Law unless (i) "Play" has been called in such a manner that both sides can clearly understand that play is to start (ii) an appeal has been made, and (iii) they are satisfied that a side will not, or cannot, continue play.

(b) It is an essential duty of the captains to ensure that the "in-going" batsman passes the "out-coming" one before the latter leaves the field of play. This is all the more important in view of the responsibility resting on the umpires for deciding whether or not the delay of the individual amounts to a refusal of the batting side to continue play.

(c) The interval for luncheon should not exceed 45 minutes unless otherwise agreed. In the event of the last wicket falling within 2 minutes of the time arranged for luncheon or tea, the game shall be resumed at the usual hour, no allowance being made for the 10 minutes between the innings.

(d) Bowling practice *on the pitch* is forbidden at any time during the game.

Additional Comments.—The penalty for 'refusing to play' is against the culprit's whole side and not only himself. Both umpires make a joint decision in this matter.

The 2 minutes allowed for a fresh batsman to go out is sufficient.

18.—The umpires shall call "Time," and at the same time remove the bails from both wickets, on the cessation of play before any arranged interval, at the end of each day's play, and at the conclusion of the match. An "Over" shall always be started if "Time" has not been reached, and shall be completed unless a batsman is "Out" or "Retires" within 2 minutes of the completion of any period of play, but the "Over" in progress at the close of play on the final day of a match shall be completed at the request of either captain even if a wicket fall after "Time" has been reached.

Additional Comments.—The completion of the last over on the 'final day' includes of course the over in progress at the close of play on one-day or half-day matches. When definite time for an innings is fixed, it should be on the basis of an equal number of overs.

If the first ball of the last over is bowled before time, as many as five wickets might fall after time: the over and the match might not terminate until 10 minutes after time.

SCORING

19.—The score shall be reckoned by runs. A run is scored : (i) So often as the batsmen after a hit, or at any time while the ball is in play, shall have crossed and made good their ground from end to end ; but if either batsman run a short run, the umpire shall call and signal "One short" and that run shall not be scored. The striker being caught, no run shall be scored ; a batsman being run out, that run which was being attempted shall not be scored.

(ii) For penalties under Laws 21, 27, 29, 44, and boundary allowances under Law 20.

Notes.—(a) If while the ball is in play, the batsmen have crossed in running, neither returns to the wicket he has left except in the case of a boundary hit, or under Laws 30, Note 1 and 46 Note 4 (vii). This rule applies even should a short run have been called, or should no run be reckoned as in the case of a catch.

(b) At his own risk the striker may take guard and play the ball in front of the popping crease ; should he attempt to run from that point, the umpire does not call "One short."

(c) If two or more runs are attempted, only one run is deducted on a call of "One short," even though both batsmen may have failed to complete the same run, and although the failure of a batsman to complete a run shortens the run immediately following.

(d) The umpire signals "One short" by bending an arm upwards to touch the shoulder with the tips of the fingers.

Additional Comments.—Although no runs can be scored if the striker is out 'Caught,' the non-striker remains at the end he has reached if any runs have been attempted. In the case of a 'Run out' all completed runs count to the batsman, except that in which the 'Run out' occurred, since it is not a 'completed' run.

BOUNDARIES

20.—Before the toss for innings the umpires shall agree with both sides on the boundaries for play, and on the allowances to be made for them. An umpire shall call or signal "Boundary" whenever, in his opinion, a ball in play hits, crosses or is carried over the boundary. The runs completed at the instant the ball reaches the boundary shall count only should they exceed the allowance, but if the "Boundary" result from an overthrow or from the wilful act of a fieldsman, any runs already made and the allowance shall be added to the score.

Notes.—(a) In deciding on the allowances to be made for boundaries the umpires will be guided by the prevailing custom of the ground.

(b) It is a "Boundary" if the ball touches any boundary line or if a fieldsman with ball in hand, grounds any part of his person on or over that line. A fieldsman, however, standing within the playing area may lean against or touch a boundary fence in fielding a ball (see *also* Law 35, Note e).

(c) An obstacle, or person, within the playing area is not regarded as a boundary unless so arranged by the umpires. The umpire is not a boundary, but sight screens within the playing area shall be so regarded.

(d) The customary allowance for a boundary is 4 runs, but it is usual to allow 6 runs for all hits pitching over and clear of the boundary line or fence (even though the ball has been previously touched by a filedsman). It is not usual to allow 6 runs when a ball hits a sight screen full pitch, if the latter is on or inside the boundary.

(e) In the case of a boundary resulting from either an overthrow or the wilful act of a fieldsman, the run in progress counts provided that the batsmen have crossed at the instant of the throw or act.

(f) The umpire signals "Boundary" by waving an arm from side to side, or a boundary "6" by raising both arms above the head.

Additional Comments.—Though the ball is stopped by an "obstruction" it remains in play, and a batsman can still be 'run out.'

The fixing of boundaries usually follows the customs of the ground, and the allowances referred to in (d) above are generally accepted.

If the ground is marked out by posts, the boundary is the line joining the posts and should be marked, where possible.

A fieldsman may not force a boundary, e.g., by kicking the ball, in order to gain any advantage such as preventing the batsmen crossing.

LOST BALL

21.—If a ball in play cannot be found or recovered, any fieldsman may call "Lost Ball," when 6 runs shall be added to the score ; but if more than 6 have been run before "Lost Ball" be called, as many runs as have been run shall be scored.

Additional Comments.—A ball is 'lost' if it is 'temporarily irrecoverable,' if, for example, it is lodged on or in an "obstruction," or has been appropriated by a dog.

A fieldsman may call 'Lost Ball' before the batsmen complete 6 runs, but once called, the ball is 'dead' and the penalty is final.

THE RESULT

22.—A match is won by the side which shall have scored a total of runs in excess of that scored by the opposing side in its two completed innings ; one-day matches, unless thus played out, shall be decided by the first innings. A match may also be determined by the first innings. A match may also be determined by being given up as lost by one of the sides, or in the case governed by Law 17. A match not determined in any of these ways shall count as a "Draw."

Notes.—(a) It is the responsibility of the captains to satisfy themselves on the correctness of the scores on the conclusion of play.

(b) Neither side can be compelled to continue after a match is finished ; a one-day match shall not be regarded as finished on the result of the first innings if the umpires consider there is a prospect of carrying the game to a further issue in the time remaining.

(c) The result of a finished match is stated as a win by runs, except in the case of a win by the side batting last, when it is by the number of wickets still then to fall. In a one-day match which is not played out on the second innings, this rule applies to the position at the time when a result on the first innings was reached.

(d) A "Draw" is regarded as a "Tie" when the scores are equal at the conclusion of play but only if the match has been played out. If the scores of the completed first innings of a one-day match are equal, it is a "Tie," but only if the match has not been played out to a further conclusion.

Additional Comments.—If a mistake in scoring has occurred, the umpires may, time permitting, order play to be resumed, or decide against the side which by its acquiescence in the assumed result has 'given up.'

In one-day cricket the umpires should urge the players to attempt a two-innings conclusion if that is at all possible. But they may not suggest making any arrangement for dividing the remaining time, etc.

THE OVER

23.—The ball shall be bowled from each wicket alternately in overs of either 8 or 6 balls according to the agreed conditions of play. When the agreed number have been bowled and it has become clear to the umpire at the bowler's wicket that both sides have ceased to regard the ball as in play, the umpire shall call "Over" in a distinct manner before leaving the wicket. Neither a "No Ball" nor a "Wide Ball" shall be reckoned as one of the "Over."

Note.—In default of any agreement to the contrary the "Over" shall be 6 balls.

Additional Comments.—In Australia and New Zealand the over consists of 8 balls.

If an umpire miscounts the number of balls, any additional balls are valid.

24.—A bowler shall finish an "Over" in progress unless he be incapacitated or be suspended for unfair play. He shall be allowed to change ends as often as desired, provided only that he shall not bowl two "Overs" consecutively in one innings. A bowler may require the batsman at the wicket from which he is bowling to stand on whichever side of it he may direct.

Additional Comments.—If a bowler is incapacitated whilst running up to deliver the first ball of an over, the Umpire should call 'Dead Ball' under Law 25, and call for another bowler to bowl an over from the same end.

If however, one or more balls, even though they be 'Wides' or 'No Balls' have been delivered before the bowler is incapacitated, a fresh over must be started from the other end.

If an over is left incomplete for some reason at the start of any interval of play, it is finished on the resumption of play.

DEAD BALL

25.—The ball shall be held to be "Dead" on being in the opinion of the umpire, finally settled in the hands of the wicket-keeper or of the bowler ; or on reaching or pitching over the boundary ; or, whether played or not, on lodging in the dress of either a batsman or umpire ; or on the call of "Over" or "Time" by the umpire ; or on a batsman being out from any cause ; or on any penalty being awarded under Laws 21 or 44. The umpire shall call "Dead Ball" should he decide to intervene under Law 46 in a case of unfair play or in the event of a serious injury to a player ; or should he require to suspend play prior to the striker receiving a delivery. The ball shall cease to be "Dead" on the bowler starting his run or bowling action.

Notes.—(a) Whether the ball is "finally settled" is a question of fact for the umpire alone to decide.

(b) An umpire is justified in suspending play prior to the striker receiving a delivery in any of the following circumstances :

(i) If satisfied that, for an *adequate* reason, the striker is not ready to receive the ball, and makes no attempt to play it.

(ii) If the bowler drops the ball accidentally before delivery, or if the ball does not leave his hand for any reason.

(iii) If one or both bails fall from the striker's wicket before he receives the delivery.

In such cases the ball is regarded as "Dead" from the time it last came into play.

(c) A ball does not become "Dead" when it strikes an umpire (unless it lodges in his dress), when the wicket is broken or struck down (unless a batsman is out thereby), or when an unsuccessful appeal is made.

Additional Comments.—The ball is not to be taken as 'finally settled' and therefore 'Dead' if either batsman is 'out of his ground,' or if there is any reason to think it may be to the advantage of the fielding side for the ball to remain in play.

The ball is not 'Dead' if the wicket is broken either by the bowler during his delivery, or by a batsman in running.

If an umpire is knocked out, his colleague should suspend play by calling 'Dead Ball.'

NO BALL

26.—For a delivery to be fair the ball must be bowled, not thrown or jerked ; if either umpire be not entirely satisfied of the absolute fairness of a delivery in this respect, he shall call and signal "No Ball" instantly upon delivery. The umpire at the bowler's wicket shall call and signal "No Ball" if he is not satisfied that at the instant of delivery the bowler has at least some

part of one foot behind the bowling crease and within the return crease, and not touching or grounded over either crease.

Notes.—(a) Subject to the provisions of the Law being complied with a bowler is not debarred from delivering the ball with both feet behind the bowling crease.

(b) The striker is entitled to know whether the bowler intends to bowl over or round the wicket, overarm or underarm, right or left handed. An umpire may regard any failure to notify a change in the mode of delivery as "unfair," if so, he should call "No Ball."

(c) It is a "No Ball" if the bowler before delivering a ball, throws it at the striker's wicket even in an attempt to run him out (see Law 46, Note d. (vii)).

(d) If a bowler break the near wicket with any part of his person during the delivery, such act in itself does not constitute "No Ball."

(e) The umpire signals "No Ball" by extending one arm horizontally.

(f) An umpire should revoke the call "No Ball" if the ball does not leave the bowler's hand for any reason.

Additional Comments.—Note that the *front* foot can be over or on the popping crease, or it may be behind the bowling crease, or outside the return crease.

A 'No Ball' is decided on the position of the bowler's back foot. It is a 'No Ball' if at the moment the ball leaves the bowler's hand, his back foot is touching the bowling crease or grounded over it. The back foot need not be grounded but if lifted it must be within the prescribed limits. The breaking of the wicket by the bowler during his delivery does not constitute a 'No Ball.'

27.—The ball does not become "Dead" on the call of "No Ball." The striker may hit a "No Ball," and whatever runs results shall be added to his score, but runs made otherwise from a "No Ball" shall be scored "No Balls," and if no runs be made one run shall be so scored. The striker shall be out from a "No Ball" if he break Law 37, and either batsman may be run out, or given out if he break Laws 36 or 40.

Notes.—(a) The penalty for a "No Ball" is only scored if no runs result otherwise.

(b) Law 46, Note 4 (vii) covers attempts to run before the ball is delivered, but should the non-striker unfairly leave his ground too soon, the fielding side may run out the batsman at the bowler's end by any recognised method. If the bowler throws at the near wicket, the umpire does not call "No Ball," though any runs resulting are so scored. The throw does not count in the "Over."

Additional Comments.—If the batsmen do not run for a 'No Ball' the penalty of one run is credited under extras. If however, the ball goes to the boundary, or the batsmen run, the actual number of completed runs are entered, but *not* the penalty in addition. If the striker has not played the 'No Ball' with his bat, such runs are credited under Extras ; if he has touched it, they are credited to his score.

If a batsman is out off a 'No Ball' this does not cancel it, and the penalty or runs completed are still credited to the score.

The bowler is not required to warn a batsman at his end who is taking an unfair advantage by backing up before the ball has been delivered, though by convention such a warning is usually given. The bowler can run him out either by putting the wicket down with ball in hand, or by throwing it down.

WIDE BALL

28.—If the bowler shall bowl the ball so high over or so wide of the wicket that in the opinion of the umpire it passess out of reach of the striker and would not have been within his reach when taking guard in the normal position, the umpire shall call and signal "Wide Ball" as soon as it shall have passed the striker.

Notes.—(a) If a ball which the umpire considers to have been delivered comes to rest in front of the striker "Wide" should not be called, and no runs should be added to the score unless they result from the striker hitting the ball which he has a right to do without interference by the fielding side.

(b) The umpire signals "Wide" by extending both arms horizontally.

(c) An umpire should revoke the call if the striker hits a ball which has been called "Wide."

Additional Comments.—For a ball to be a 'Wide' (i) the striker is not within reach of the ball though he may have moved towards it ; (ii) the striker cannot create a 'Wide' by moving away from it towards square leg.

A 'No Ball' cannot be a 'Wide' in addition.

29.—The ball does not become "Dead" on the call of "Wide Ball". All runs that are run from a "Wide Ball" shall be scored "Wide Balls," or if no runs be made one run shall be scored. The striker may be out from a "Wide Ball" if he break Laws 38 or 42, and either batsman may be run out, or given out if he break Laws 36 or 40.

Additional Comments.—If a 'Wide' goes to the boundary or the batsmen run, the actual boundary allowance or number of completed runs is entered under Extras as 'Wides.' But 'Wides' cannot be credited to the striker's score : if the ball is struck, the call of 'Wide' should be revoked. (See Law 28, Note c).

The fact that a batsman may be given out off a 'Wide' does not affect the penalty for bowling it, so that the penalty or any runs actually completed while the ball remains in play are credited to the batting side.

BYE AND LEG BYE

30.—If the ball, not having been called "Wide" or "No Ball" pass the striker without touching his bat or person, and any runs be obtained, the umpire shall call or signal "Bye" ;

but if the ball touch any part of the striker's dress or person except his hand, and any run be obtained, the umpire shall call or signal "Leg Bye"; such runs to be scored "Byes" and "Leg Byes" respectively.

Notes.—(a) If the striker wilfully deflects the ball with any part of his person, no runs are scored, and the batsmen may not change ends.

(b) The umpire signals "Bye" by raising an open hand above the head, and "Leg Bye" by raising a leg and touching it with the hand.

Additional Comments.—If a player guards his head against a bouncer with his hand not actually holding the bat, under this Law resulting runs cannot be scored as either 'Byes' or 'Leg Byes,' even though the act may be involuntary.

THE WICKET IS DOWN

31.—The wicket shall be held to be "Down" if either the ball or the striker's bat or person completely removes either bail from the top of the stumps, or, if either or both of the bails be previously off, strikes a stump out of the ground. Any player may use his hand or arm to put the wicket down or, even should the bails be previously off, may pull up a stump, provided always that the ball is held in the hand or hands so used.

Notes.—(a) A wicket is not "down" merely on account of the disturbance of a bail, but it is "down" if a bail in falling from the wicket, lodges between two of the stumps.

(b) If one bail is off, it is sufficient for the purpose of this Law to dislodge the remaining one in any of the ways stated.

(c) If owing to the strength of the wind, the captains have agreed to dispense with the use of bails (see Law 8, Note b), the decision as to when a wicket is "down" is one for the umpires to decide on the facts before them. In such circumstances the wicket would be held to be "down" even though a stump has not been struck out of the ground.

(d) If the wicket is broken while the ball is in play, it is not the umpire's duty to remake the wicket until the ball has become "dead." A fieldsman however, may remake the wicket in such circumstances.

(e) For the purpose of this and other Laws, the term "person" includes a player's dress and equipment as normally worn.

Additional Comments.—Even if one bail is already off, the wicket may be legitimately broken by removing the other bail.

A player can put down the wicket by pulling up a stump with the hand or hands holding the ball. If all the stumps are on the ground, the fielding side is allowed by Note (a) to put back one or more stumps in order to have an opportunity of breaking the wicket.

Under Law 25, Note (b) if either or both bails are blown off the striker's wicket before he receives delivery, that ball is considered cancelled, but in general the captains should agree under Law 8, Note (c) to dispense with the use of bails if the conditions are such as to make the blowing off of bails likely.

OUT OF HIS GROUND

32.—A batsman shall be held to be "Out of his ground" unless some part of his bat in hand or his person be grounded behind the line of the popping crease.

BATSMAN RETIRING

33.—A batsman may retire at any time, but may not resume his innings without the consent of the opposing captain, and then only on the fall of a wicket.

Note.—When a batsman has retired owing to illness, injury, or some other unavoidable cause, his innings is recorded as "Retired, Not out," but otherwise as a complete innings to be recorded as "Retired, Out."

BOWLED

34.—The striker is out "Bowled"—if the wicket be bowled down, even if the ball first touch his bat or person.

Note.—The striker, after playing the ball, is out "Bowled" if he then kicks or hits it on to his wicket before the completion of his stroke.

Additional Comments.—The striker is out 'bowled' under this Law when the ball is played on to his wicket off his person, even though a decision against him might be justified under Law 39, L.B.W. The term 'played on' is merely a descriptive one and should not be used in the score sheet.

CAUGHT

35.—The striker is out "Caught"—if the ball, from a stroke of the bat or of the hand holding the bat, but not the wrist, be held by a fieldsman before it touches the ground, although it be hugged to the body of the catcher, or be accidentally lodged in his dress. The Fieldsman must have both his feet entirely within the playing area at the instant the catch is completed.

Notes.—(a) Provided the ball does not touch the ground, the hand holding it may do so in effecting a catch.

(b) The umpire is justified in disregarding the fact that the ball has touched the ground, or has been carried over the boundary provided that a catch has in fact been completed prior to such occurrence.

(c) The fact that a ball has touched the striker's person before or after touching his bat does not invalidate a catch.

(d) The striker may be "Caught" even if the fieldsman has not touched the ball with his hands, including the case of a ball lodging in the wicket-keeper's pads.

(e) A fieldsman standing within the playing area may lean against the boundary to catch a ball, and this may be done even if the ball has passed over the boundary.

(f) If the striker lawfully plays the ball a second time he may be out under this Law, but only if the ball has not touched the ground since being first struck.

(g) The strike may be caught off any obstruction within the playing area provided it has not previously been decided on as a boundary.

Additional Comments.—A catch is regarded as 'made' at the instant the fieldsman has complete control over the further disposal of the ball. The juggling of a catch ending in the ball being dropped may last a second or two, whereas the effective holding of a hot return may be instantaneous.

A special case of a 'catch' not referred to in the official Notes is that of a ball hit back to the bowler who just touches it before it breaks the wicket at his end, with the non-striker out of his ground. If nothing further happens, on appeal the non-striker is out 'Run out' but if the ball is caught by a fieldsman beyond the broken wicket without its having touched the ground at any time after being struck, the striker is out 'Caught.'

But the striker is not 'caught' if a ball strikes a hand which is no longer holding the handle of the bat, e.g., the striker may have taken a hand off to guard his face against a bouncer.

HANDLED THE BALL

36.—Either batsman is out "Handled the ball"—If he touch it while in play with his hands, unless it be done at the request of the opposite side.

Notes.—(a) A hand holding the bat is regarded as part of it for the purposes of Laws 36, 37 and 39.

(b) The correct entry in the score book when a batsman is given out under this Law is "Handled the Ball," and the bowler does not get credit for the wicket.

Additional Comments.—This Law does not apply to an involuntary handling such as a player protecting his face from a bouncer by taking his hand off the bat.

HIT THE BALL TWICE

37.—The striker is out "Hit the ball twice"—If the ball be struck or be stopped by any part of his person, and he wilfully strike it again, except for the sole purpose of guarding his wicket, which he may do with his bat or any part of his person, other than his hands. No runs except those which result from an overthrow shall be scored from a ball lawfully struck twice.

Notes.—(a) It is for the umpire to decide whether the ball has been so struck a second time legitimately or not. The umpire may regard the fact that a run is attempted as evidence of the batsmen's intention to take advantage of the second stroke, but it is not conclusive.

(b) This Law is infringed if the striker, after playing the ball and without any request from the opposite side, uses his bat to return the ball to a fieldsman.

(c) The correct entry in the score book when the striker is given out under this Law is "Hit the ball twice," and the bowler does not get credit for the wicket.

Additional Comments.—A batsman should not knock the ball back to the bowler, wicket-keeper or any fieldsman unless specifically asked to do so.

HIT WICKET

38.—The striker is out "Hit Wicket"—If in playing at the ball he hit down his wicket with his bat or any part of his person.

Notes.—(a) The striker is "Out" under this Law if :

- (i) In making a second stroke to keep the ball out of his wicket he hits it down.
- (ii) While playing at the ball, but not otherwise, his wicket is broken by his cap or hat falling, or by part of his bat.

(b) A batsman is not out for breaking the wicket with his bat or person while in the act of running.

L.B.W.

39.—The striker is out "Leg before wicket"—if with any part of his person except his hand, which is in a straight line between wicket and wicket, even though the point of impact be above the level of the bails, he intercept a ball which, in the opinion of the Umpire, shall have, or would have, pitched on a straight line from the bowler's wicket to the striker's wicket, or shall have pitched on the off-side of the striker's wicket, provided always that the ball would have hit the wicket.

Note.—A batsman is only "Out" under this Law if *all* the four following questions are answered in the affirmative :

- (i) Would the ball have hit the wicket?
- (ii) Did the ball pitch on a straight line between wicket and wicket (and this case includes a ball intercepted full pitch by the striker), or did it pitch on the off-side of the striker's wicket?
- (iii) Was it part of the striker's person other than the hand which first intercepted the ball?
- (iv) Was that part of the striker's person in a straight line between wicket and wicket at the moment of impact, irrespective of the height of the point of impact?

Additional Comments.—It is fundamental that the striker cannot be out L.B.W. from any ball pitched outside the line of the leg stump, or from one that would pass to either side or over the top of the wicket.

In connection with Law 39 the following are common misconceptions :

- (a) That the umpires must give the striker the benefit of any doubt.
- (b) That bowlers who bowl round the wicket cannot ever succeed in appeals for L.B.W.
- (c) That a striker who touches the ball with his bat before it strikes his person can be out L.B.W.

When a striker is playing forward is hit *full pitch* the umpire should be careful in deciding whether the ball would have hit the wicket or not : the chance of this may be small in the case of a ball which is swinging.

OBSTRUCTING THE FIELD

40.—Either batsman is out "Obstructing the field," if he wilfully obstruct the opposite side ; should such wilful obstruction by either batsman prevent a ball from being caught it is the striker who is out.

Notes.—(a) The umpire must decide whether the obstruction was "wilful" or not. The involuntary interception by a batsman while running of a throw in is not in itself an offence.

(b) The correct entry in the score book when a batsman is given out under this Law is "Obstructing the field," and the bowler does not get credit for the wicket.

RUN OUT

41.—Either batsman is out "Run out"—if in running or at any time, while the ball is in play, he be out of his ground, and his wicket be put down by the opposite side. If the batsmen have crossed each other, he that runs for the wicket which is put down is out ; if they have not crossed, he that has left the wicket which is put down is out. But unless he attempt to run, the striker shall not be given "Run out" in the circumstances stated in Law 42, even should "No Ball" have been called.

Note.—If the ball is played on to the opposite wicket, neither batsman is liable to be "Run out" unless the ball has been touched by a fieldsman before the wicket is put down.

Additional Comments.—An appeal for 'stumped' is justified if the wicket has been put down by the wicket-keeper without the ball being touched by any other fieldsman, and is limited to the actual time of the striker receiving the ball. (Law 42).

Other cases of appeals come under 'Run out.' (Law 41).

The striker cannot be stumped off a 'No Ball' (Law 42). He cannot be run out by the wicket-keeper without the intervention of some other fielder, unless he attempt a run.

If a batsman remains in his ground and the other batsman joins him there, it is the latter who is run out if the farther wicket is put down.

STUMPED

42.—The striker is out "Stumped"—if in receiving a ball, not being a "No Ball" delivered by the bowler, he be out of his ground otherwise than in attempting a run, and the wicket be put down by the wicket-keeper without the intervention of another

fieldsman. Only when the ball has touched the bat or person of the striker may the wicket-keeper take it in front of the wicket for this purpose.

Note.—The striker may be "Stumped" if the wicket is broken by a ball rebounding from the wicket-keeper's person.

THE WICKET-KEEPER

43.—The wicket-keeper shall remain wholly behind the wicket until a ball delivered by the bowler touches the bat or person of the striker, or passes the wicket, or until the striker attempts a run. Should the wicket-keeper contravene this Law, the striker shall not be out except under Laws 36, 37, 40 and 41 and then only subject to Law 46.

Note.—This Law is provided to secure to the striker his right to play the ball and to guard his wicket without interference from the wicket-keeper. The striker may not be penalised if in the legitimate defence of his wicket he interferes with the wicket-keeper.

Additional Comments.—The wicket-keeper if standing back, can throw the ball at the wicket, or put it down in any of the ways provided in Law 31. A ball rebounding off wicket-keeper's pads (or kicked by him on to the wicket) justifies an appeal for stumping.

THE FIELDSMAN

44.—The Fieldsman may stop the ball with any part of his person, but if he wilfully stop it otherwise, 5 runs shall be added to the run or runs already made; if no run has been made 5 shall be scored. The penalty shall be added to the score of the striker if the ball has been struck but otherwise to the score of byes, leg byes, no balls or wides as the case may be.

Notes.—(a) A fieldsman must not use his cap, etc., for the purpose of fielding a ball.

(b) The 5 runs are a penalty and the batsmen do not change ends.

DUTIES OF THE UMPIRES

45.—Before the toss for innings, the umpires shall acquaint themselves with any special regulations, and shall agree with both captains on any other conditions affecting the conduct of the match; shall satisfy themselves that the wickets are properly pitched; and shall agree between themselves on the watch or clock to be followed during play.

Notes.—(a) Apart from "Special Regulations" (see Law 10, Note a), other conditions of play within the frame work of the Laws are frequently necessary, e.g., Hours of play, Intervals, etc.

(b) The captains are entitled to know which clock or watch will be followed during play.

Additional Comments.—In a one or half-day match when the innings are limited by time or a specified number of overs, the umpires should make certain that both captains are clear on the agreed conditions.

46.—Before and during a match the umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the Laws ; they are the sole judges of fair and unfair play, and the final judges of the fitness of the ground, the weather and the light for play in the events of the decision being left to them ; all disputes shall be determined by them, and if they disagree the actual state of things shall continue. The umpires shall change ends after each side has had one innings.

Notes.—(a) An umpire should stand where he can best see any act upon which his decision may be required. Subject to this over-riding consideration the umpire at the bowler's end should stand where he does not interfere with either the bowler's run up or the striker's view. If the other umpire wishes to stand on the off instead of the leg side of the pitch, he should obtain the permission of the captain of the fielding side and inform the batsman.

(b) The umpires must not allow the attitude of the players or spectators to influence their decisions under the Laws.

(c) A code of signals for umpires is laid down in the Notes to the relevant Laws ; but an umpire must call as well as signal, if necessary, to inform the players and scorers.

(d) **Fair and unfair play :**

(i) The umpires are entitled to intervene without appeal in the case of unfair play, but should not otherwise interfere with the progress of the game, except as required to do so by the Laws.

(ii) In the event of a player failing to comply with the instructions of an umpire or criticising his decisions, the umpires should in the first place request the captains to take action, and if this proves ineffective, report the incident forthwith to the executives of the teams taking part in the match.

(iii) It is illegal for a player to lift the seam of the ball in order to obtain a better hold. In such a case the umpire will, if necessary, change the ball for one which has had similar wear, and will warn the captain that the practice is unfair. The use of resin, wax, etc., by bowlers is also unfair, but a bowler may dry the ball when wet on a towel or with sawdust.

(iv) An umpire is justified in intervening under this Law should any player of the fielding side incommode the striker by any noise or motion while he is receiving a ball.

(v) The umpires are justified in preventing players from causing damage to the pitch which may assist the bowlers.

(vi) The persistent and systematic bowling of fast short-pitched balls at the batsman standing clear of his wicket is "unfair"

and if, in the opinion of the umpire at the bowler's end, unfair bowling of this type takes place he must adopt the following procedure :

(a) When he decides that such bowling is becoming persistent he forthwith "cautions" the bowler.

(b) If this "caution" is ineffective, he informs the captain of the fielding side and the other umpire of what has occurred.

(c) Should the above prove ineffective, the umpire at the bowler's end must :

(i) At the first repetition call "Dead Ball," when the over is regarded as completed.

(ii) Request the captain of the fielding side to take the bowler off forthwith.

(iii) Report the occurrence to the captain of the batting side as soon as an interval of play takes place.

A bowler who has been "taken off" as above may not bowl again during the same innings.

(vii) Any attempt by the batsmen to *steal a run* during the bowler's run up is unfair. Unless the bowler throws the ball at either wicket (see Laws 26, Note c and 27, Note b), the umpire should call "Dead Ball" as soon as the batsmen cross in any such attempt to run, after which they return to their original wickets.

(e) **Ground, Weather, and Light :**

(i) Unless agreement to the contrary is made before the start of a match, the captains (during actual play the batsmen at the wickets may deputise for their captain) may elect to decide in regard to the fitness of the ground, weather, or light for play ; otherwise or in the event of disagreement, the umpires are required to decide.

(ii) Play should only be suspended when the conditions are so bad that it is unreasonable or dangerous for it to continue. The ground is unfit for play when water stands on the surface or when it is so wet or slippery as to deprive the batsmen or bowlers of a reasonable foothold, or the fieldsmen of the powder of free movement. Play should not be suspended merely because the grass is wet and the ball slippery.

(iii) After any suspension of play, the captains, or, if the decision has been left to them, the umpires, unaccompanied by any of the players, will without further instruction carry out an inspection immediately the conditions improve, and will continue to inspect at intervals. Immediately the responsible parties decide that play is possible, they must call upon the players to resume the game.

Additional Comments.—An umpire is not required to inform an incoming batsman of the number of balls remaining in the 'Over' in progress, but he should give the information if asked for it.

An umpire should not call 'Last Over' before any interval or close of play

In a one-day match the umpires do not change ends before each side has completed an innings.

The umpires should enquire if permission has been granted fieldsmen to wear gloves, bandages, or plaster to protect their hands, by the opposing Captain, if special circumstances necessitate it.

Play should not be suspended unless conditions are so bad that it is dangerous or unreasonable to continue.

APPEALS

47.—The umpires shall not order a batsman out unless appealed to by the other side which shall be done prior to the delivery of the next ball, and before "Time" is called under Law 18. The umpire at the bowler's wicket shall answer appeals before the other umpire in all cases except those arising out of Laws 38 or 42, and out of Law 41 for run out at the striker's wicket. In any case in which an umpire is unable to give a decision, he shall appeal to the other umpire whose decision shall be final.

Notes.—(a) An appeal, "How's that?" covers all ways of being out (within the jurisdiction of the umpire appealed to), unless a specific way of getting out is stated by the person asking. When either umpire has given a batsman "Not out" the other umpire may answer any appeal within his jurisdiction, provided it is made in time.

(b) The umpires signal "Out" by raising the index finger above the head. If the batsman is not out, the umpire calls "Not out."

(c) An umpire may alter his decision provided that such alteration is made promptly.

(d) Nothing in this Law prevents an umpire before giving a decision from consulting the other umpire on a point of fact which the latter may have been in a better position to observe. An umpire should not appeal to the other umpire in cases on which he could give a decision, merely because he is unwilling to give that decision. If after consultation, he is still in any doubt, the principle laid down in Law 46 applies and the decision will be in favour of the batsman.

(e) The umpires should intervene if satisfied that a batsman, not having been given out, has left his wicket under a misapprehension.

(f) Under Law 27 the ball is "Dead" on "Over" being called; this does not invalidate an appeal made prior to the first ball of the following "Over," provided the bails have not been removed by both umpires after "Time" has been called.

Additional Comments.—By custom in many cases where the decision is obvious, no appeal is made and the batsmen accept their dismissal.

If an unjustified appeal is made for say L.B.W. and the striker is out caught or bowled, the Umpire is fully justified in dealing with the appeal.

If an appeal is delayed, and runs are made before a batsman is given out, the umpires should instruct the scorers to disregard any runs to which the batting side is not entitled, e.g., if before the striker is given out L.B.W. the batsmen have run a 'Leg Bye,' this run should be disallowed and the non-striker should return to his original end.

NOTES FOR SCORERS AND UMPIRES

1. (a) Law 4 explains the status of the scorers in relation to the umpires.

(b) During the progress of game, if two scorers have been appointed, they should frequently check the total to ensure that the score sheets agree.

(c) The following method of entering "No Balls" and "Wides" (Laws 27 and 29) in the score sheet is recommended :

(i) If no run is scored from the bat off a "No Ball" the latter should be entered as an "Extra," and a dot placed in the bowling analysis with a circle round it to show that the ball does not count in the over.

(ii) If runs are scored from the bat off a "No Ball" they should be credited to the striker, and entered in the bowling analysis with a circle round the figure. Such runs count against the bowler in his analysis even though the ball does not count in the over.

(iii) All runs scored from "Wide Balls" are entered as "Extras," and inserted in the bowler's analysis with a cross to indicate that the ball does not count in the over.

2. The following code of signalling between the umpires and the scorers has been approved :

Boundaries—by waving the hand from side to side.
A boundary six—by raising both arms above the head.
Byes—by raising the open hand above the head.
Leg Byes—by raising the leg and touching it with the hand.
Wides—by extending both arms horizontally.
No Balls—by extending one arm horizontally.
The decision "Out"—by raising the index finger above the head.
"One short"—by bending the arm upwards and by touching the top of the nearest shoulder with the tips of the fingers of one hand.

3. If the above instructions are properly caried out, cases of disagreement as regards the scores and the results of matches should not occur.

It is, however, important that the captains should satisfy themselves of the correctness of the scores on the conclusion of play, as errors cannot subsequently be corrected.

It should be noted that, in general, by accepting the result notified by the scorers, the captain of the losing side has thereby acquiesced in the "playing out or giving up" of the match as stated in Law 22.

ADDITIONAL NOTES FOR SCORERS

1. The chief responsibility of the scorers is to ensure that at the conclusion of a match no doubts can be raised in regard to the accuracy of the score, and particularly so when the scores are almost the same. The scorers should agree on the details of the score on the fall of each wicket, and more often if necessary.

Law 4 does not lay down the number of scorers, but in a match of any importance there should always be one for each side, in addition to any assistants responsible for altering the telegraph.

If there is only one scorer, his responsibility for the absolute accuracy of the score is naturally all the greater.

Under Law 4, and Note a. thereto, scorers have no authority to interfere with the game but they may consult the umpires at any time, and they should always do so at once if any doubt exists which affects the aggregate score.

Apart from being meticulously accurate, scorers should always take a pride in the neatness of their work, and provide themselves with well-sharpened pencils, and a clean India-rubber.

2. When the final analysis of each bowler has been extracted, the total of runs, of 'No Balls' and of 'Wides' should each be the same as those shown in the main body of the score sheet, but 'Byes' and 'Leg Byes' in the latter do not appear anywhere in the bowlers' analysis.

3. Scorers must carefully note the provisions of Law 19 as regards the scoring of runs, when 'One Short' has been called, or when a batsman is run out or caught.

4. The main points of difficulty for scores arise in connection with the entry of 'No Balls' and 'Wides' in the analysis, to ensure that the cross check mentioned in paragraph 2 is possible.

(i) 'No Balls' which are *not played* by the striker and all 'Wides' are dealt with similarly. If the batsmen do not run at all, or take only 1 run, 1 'No Ball' or 1 'Wide' are entered both as Extras in the score, and in the bowling analysis.
If more than 1 run is taken, or the ball goes to the boundary, all such runs are similarly entered as 'No Balls' or 'Wides.'
The conventional entries in such cases are :

⊙ for 1 'No Ball' or ⁺ for 1 'Wide.'
(⁖) for 3 'No Balls' or ⁜ for 4 'Wides.'

(ii) 'No Balls' which the striker *plays* are entered as follows :—
No run taken—as in (i) above.
One or more runs taken—credited to the striker and entered against bowler as 'Runs' and *not* as 'No Balls' under Extras.
The conventional entry in such cases is :

① for a single run or
③ for 3 runs.

(iii) The penalty of 1 for both a 'No Ball' and a 'Wide' is never credited *in addition* to runs or boundary allowances.
The penalty *still applies* even if a batsman is out off a 'No' Ball' (he can be 'run out' or out for handling the ball, for

hitting the ball twice or for obstructing the field), or off a 'Wide' (he can be 'run out' or stumped or out for handling the ball, hitting his wicket, or for obstructing the field).

Since the bowler can only get credit for the striker hitting his wicket, or for a stumping, the analysis entry in all other cases are as indicated in paragraph 4 (i) and (ii)—in the two cases in which the bowler does get credit the conventional entry is $+^{w}$ indicating that the penalty applies even though the wicket is credited.

This point is of special interest when the last wicket is taken off a 'No Ball' or 'Wide' when the scores are level.

5. The scoring conventions connected with 'Maiden' overs are of less importance.

A 'Maiden' over is one in which no runs off the bat are scored, and by custom scorers do not regard the bowling of a 'No Ball' (unless runs are scored off it) or a 'Wide' as cancelling a 'Maiden.'

At the end of a 'Maiden' over—the dots in the analysis are joined together to form the letter 'M'—if a wicket falls during a 'Maiden' over some scorers join the dots to form the letter 'W.'

Football

To bring about uniformity in the practice permitted on the field of play throughout the United Kingdom, an International Conference was held in December, 1882, to which each of the four British National Football Associations sent representatives. This Conference decided that only one set of Laws of the Game should apply wherever Association Football was played.

The result of this Conference was the establishment of the International Football Association Board which body alone was given the power to alter or amend the Laws of the Game. Since then no proposed alteration in Football Law is valid until it has been accepted by the Board whose decision thereon is at once binding on all Football Associations in membership. As *the Federation Internationale de Football Association* is also a member of the Board, the Laws as laid down operate throughout the world.

The Laws have two main objects:—The control of the Game and the protection of those who play. The Laws apply equally to amateur and professional players, to senior and junior clubs, to practice and competitive matches. There are but seventeen laws and they have evolved gradually as the outcome of more than eighty years' experience.

It is impossible to legislate for every circumstance, imaginary as well as real, which might arise during the playing of a football match. Outside the strict letter of the law there may be incidents which can only be dealt with under the powers given to the Referee to use his discretion.

The character of the game depends to a great extent upon the willing co-operation from those who play in complying with the laws and accepting the decisions of the Referee.

Note.—Provided the principles of these Laws be maintained they may be modified in their application to players of school age, as follows: (a) size of playing pitch; (b) size and weight of ball; (c) width between the goal-posts and height of the crossbar from the ground; (d) the duration of the periods of play.

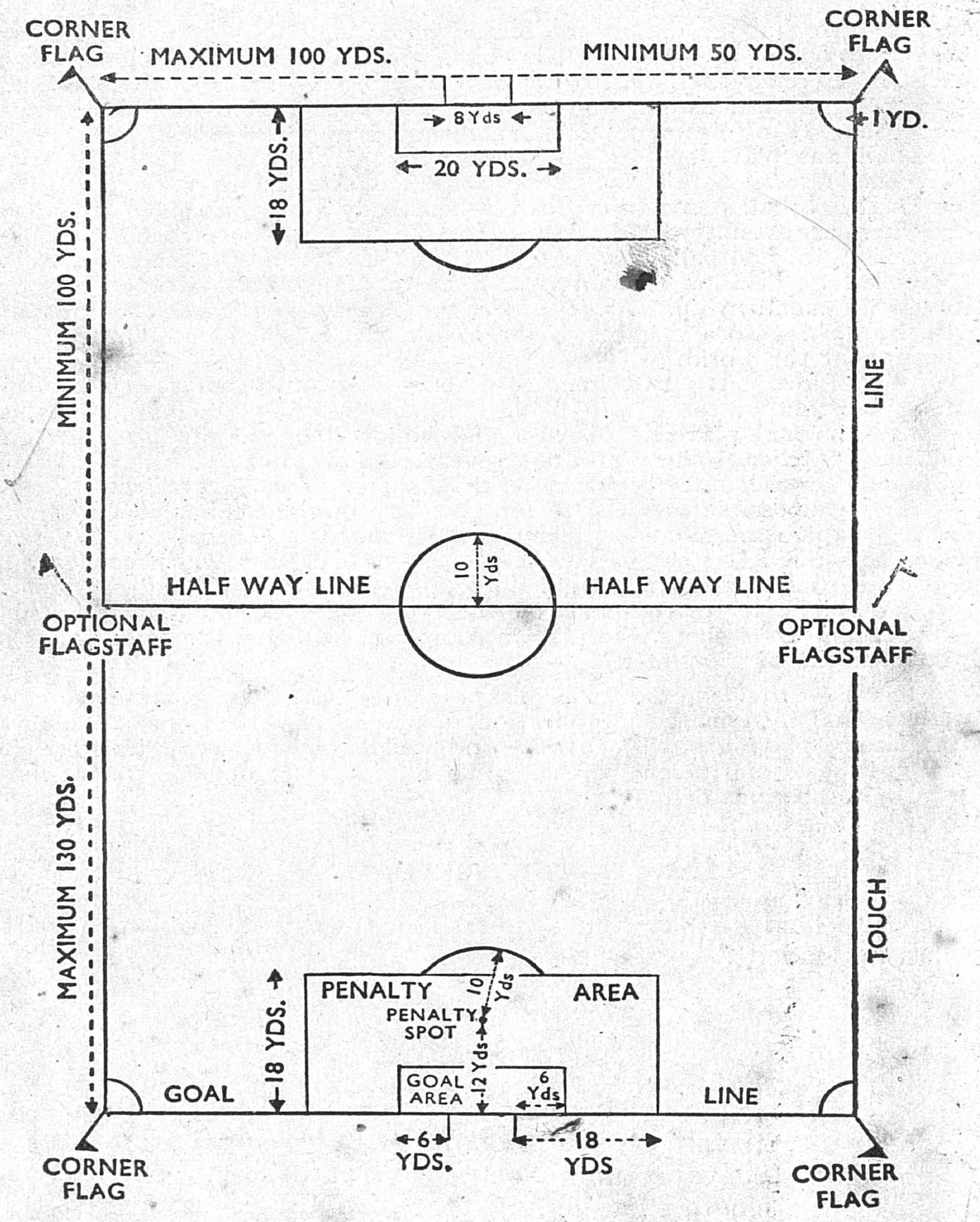
LAW I.—THE FIELD OF PLAY

The field of play and appurtenances shall be as shown in the plan appended:

DIMENSIONS

(1) The field of play shall be rectangular, its length being not more than 130 yards nor less than 100 yards and its breadth not more than 100 yards nor less than 50 yards. (In International Matches the length shall be not more than 120 yards nor less than 110 yards, and the breadth not more than 80 yards nor less than 70 yards.) The length shall in all cases exceed the breadth.

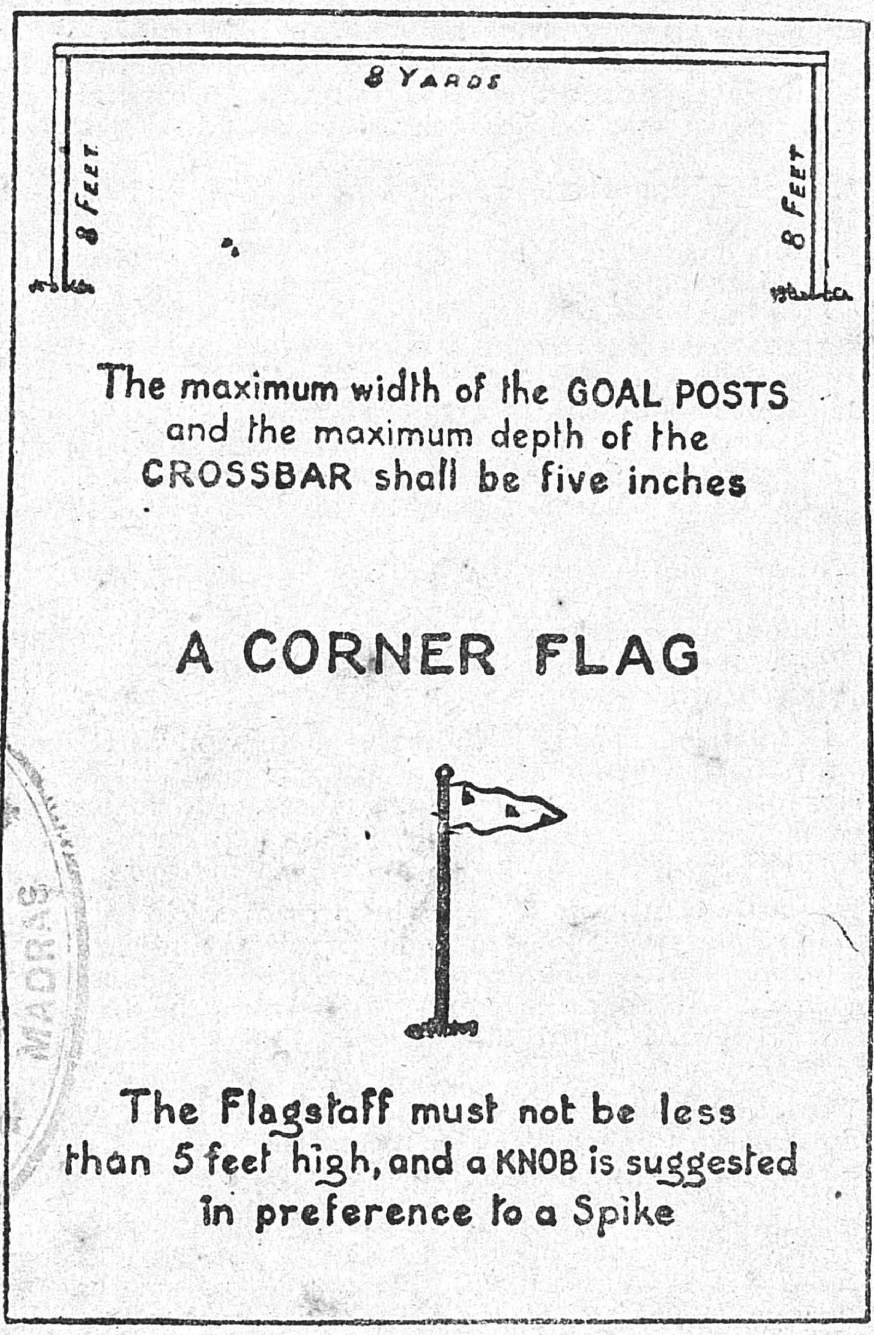
To take corner-kicks correctly and to avoid collision, adequate space should be provided for between the touch-lines and all fencing round the playing pitch.



The most general size is 115 yards by 75 yards but the Rules of Competitions in which clubs take part should be studied.

MARKING

(2) The field of play shall be marked with distinctive lines not more than 5 inches in width, not by a V-shaped rut, in accordance with the plan ; the longer boundary lines being called the



touch-lines and the shorter, the goal-lines. A flag on a post not less than 5 ft. high and having a non-pointed top, shall be placed at each corner ; a similar flag-post may be placed opposite the half-way line on each side of the field of play, not less than 1 yard

outside the touch line. A half-way line shall be marked out across the field of play. The centre of field of play shall be indicated by a suitable mark and a circle with a 10 yards radius shall be marked around it.

For the Umpire:

Visit the ground in good time before a match, to see that everything is in order. If through bad weather or negligence the state of the ground is such that it may endanger the players, refuse to sanction play. If the lines are not properly marked see that, if time allows, it is done before the match.

Be insistent that flag-posts are not less than 5 ft. high; shorter ones are dangerous.

Light-coloured flags should be used.

Purposes of the Markings:

(i) **Touch Lines:**—When the whole of the ball passes out of play over either of these lines a throw-in is taken by a player of the side opposed to that of the player who last touched it.

(ii) **Goal Lines:**—When the whole of the ball passes over the goal line (except between the goal posts and under the crossbar) either on the ground or in the air, the ball is out of play and the game is restarted by

(a) A Goal kick—when the ball has last been played by an attacking player.

(b) A Corner kick—when the ball has last been played by a defending player.

The goal line between the posts serves to show that when the whole of the ball has passed over this line, and under the cross bar, a goal has been scored, unless otherwise provided by the Laws.

(iii) **The Halfway Line:**—It indicates a division of the field into two equal halves for the purpose of—

(a) Kick off—when all the players must stand in their own half of the field until the place kick has been taken.

(b) Offside—a player cannot be offside in his own half of the field.

(iv) **Ten yards centre circle and the arcs of a circle, radius 10 yards from the penalty spots:** These provide practical indications of the law that "for all forms of free kick, whether direct or indirect, the players of the opposing side shall be at least 10 yards from the ball and shall not approach within 10 yards until the kick has been taken." The purpose is clearly to prevent interference with the free kick.

Note.—The rule—10 yards away from the ball—applies to opposing players standing behind the ball as well as those in front of it, except in two cases—one variant, and one exception.

Variant.—In the case of a penalty kick when all players, other than the goalkeeper and the player taking the kick, must be outside the penalty area on the field of play and ten yards from the ball at the time the kick is taken. The goalkeeper must stand on the goal line between the goal posts. At a goal kick all attacking players must be outside the penalty area.

Exception.—In cases when an indirect free kick is awarded in the penalty area but less than ten yards from the goal line. In this case players of the defending side are allowed to stand on the goal line between the posts.

THE GOAL-AREA

(3) At each end of the field of play two lines shall be drawn at right angles to the goal-line, 6 yards from each goal-post. These shall extend into the field of play for a distance of 6 yards and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-lines shall be called a goal-area.

Purposes.—The goal area is—

(i) to indicate the area in which the goalkeeper can be charged fairly only when in possession of the ball (i.e., actual contact with the ball). As long as the goalkeeper is within the goal area, provided he does not hold the ball or obstruct an opponent he is protected under the laws.

(ii) to limit the area in which ball is placed for a goal kick.

THE PENALTY-AREA AND THE PENALTY-ARC

(4) At each end of the field of play two lines shall be drawn at right angles to the goal-line, 18 yards from each goal-post. These shall extend into the field of play for a distance of 18 yards and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-lines shall be called a penalty-area. A suitable mark shall be made within each penalty-area, 12 yards from the mid-point of the goal-line, measured along an undrawn line at right angles thereto. These shall be the penalty-kick marks. From each penalty-kick mark an arc of a circle having a radius of 10 yards, shall be drawn outside the penalty-area.

Purposes.—The Penalty area—

(i) indicates that part of the field in which for any of the nine offences committed intentionally by a defending player, a penalty kick is awarded. (See Law xii).

(ii) limits the part of the field where the goalkeeper may handle the ball.

(iii) indicates the distance the ball must be kicked from the goal area when a goal kick is taken, before it is deemed in play (i.e.,) before it can be played by another player.

(iv) (when a penalty kick is awarded) indicates area outside which all players must stand on field of play, other than goalkeeper and player taking the Penalty kick, or (when a goal-kick is taken) indicates area outside which all ATTACKING players must stand.

The Penalty-Arc is not part of the Penalty-Area; it is only the marking to show the players the distance of 10 yards away from the Penalty spot when a penalty kick is being taken.

CORNER-AREA

(5) From each corner-flag post a quarter circle, having a radius of 1 yard, shall be drawn inside the field of play.

Purpose.—It indicates the area within which the ball shall be placed when a corner kick is being taken by a player of the attacking team.

THE GOALS

(6) The goals shall be placed on the centre of each goal-line and shall consist of two upright posts, equidistant from the corner-flags and 8 yards apart (inside measurement) joined by a horizontal cross-bar the lower edge of which shall be 8 ft. from the ground. The width and depth of the goal-posts and the width and depth of the cross-bars shall not exceed 5 inches.

Nets may be attached to the posts, cross-bars and ground behind the goals. They should be appropriately supported and be so placed as to allow the goal-keeper ample room.

Never allow tape or any other substance not of a rigid nature to be used instead of a cross-bar.

Goal-post should be painted white.

Examine the goal-nets before every match, seeing that they are properly pegged down and that there are no holes in them.

Goalkeepers, in an effort to save a shot or to get hold of the ball, sometimes intentionally seize the bar and pull it down. Such action ranks as misconduct.

LAW II. THE BALL

The ball shall be spherical ; the outer casing shall be of leather and no material shall be used in its construction which might prove dangerous to the players. The circumference of the ball shall not be more than 28 ins. nor less than 27 ins. The weight of the ball at the start of the game shall not be more than 16 oz. nor less than 14 oz.

The Home Club should supply the ball. See that it is fully inflated. Have reserve balls close at hand.

Experiment has proved that footballs should be inflated to a pressure of about 16 to 18 pounds per square inch.

LAW III. NUMBER OF PLAYERS

The game shall be played by two teams, each consisting of not more than eleven players, one of whom shall be the goalkeeper. One of the other players may change places with the goalkeeper during the match provided notice be given to the Re-

feree before such change is made.) Except in a match played under the Rules of a Competition substitutes may be allowed to replace players receiving injuries during a game, subject to this arrangement being agreed upon by both teams before the start of the match. (An International Match in which one of the four British Associations is playing is deemed a match under the rules of a Competition).

PUNISHMENT

If, without notifying the Referee, a player changes to goal-keeper during the game, and then handles the ball within the penalty-area, a penalty-kick shall be awarded.

Any player leaving the field during the progress of the game (except through accident) without the consent of the Referee shall be deemed guilty of ungentlemanly conduct.

Note which players are acting as goal keepers at the start of the game; until informed of a change, allow no other player to take up or claim the privileges attached to the position.

A player who leaves the field during a match for any reason must not take part in another match until that in which he commenced has ended. (Council, 6th March, 1939).

Remember that if the goal keeper is changed during the game the Referee must at once be notified.

LAW IV. PLAYERS' EQUIPMENT

A player shall not wear anything which is dangerous to another player. Boots must conform to the following standard :—all **bars** and **studs** must be made of leather or soft rubber ; nails shall be driven in flush with the leather or rubber ; **bars** shall be transverse and flat, not less than half-an-inch in width, and they shall extend for the total width of the boot and be rounded at the corners ; **studs** shall be round in plan and not less than half-an-inch in diameter ; combined **studs** and bars may be worn provided the whole conforms to the general requirements of this Law ; neither **bars** nor **studs** on the soles or heels shall project more than three-quarters-of-an-inch. Other than the small metal seating for the screw type of stud, no metal plates, even though covered with leather or rubber, shall be worn.

(N.B.—The usual equipment of a player consists of a jersey or shirt, short trousers, stockings and boots. A goal-keeper should wear colours which distinguish him from the other players.)

PUNISHMENT

For any infringement of this Law, the player at fault shall be sent off the field of play temporarily. He shall not return without first reporting to the Referee, who shall satisfy himself that the player's equipment is in order ; the player shall only re-enter the game at a moment when the ball has ceased to be in play.

Note to Referees.—It is advisable to examine the players' boots and other equipment before the match or during the interval. If you have any reason for doubt you may require to examine a player's boots, etc., at any time.

For any infringement of this Law there is no need to wait for an appeal ; having noted the offence, enforce the punishment immediately. The offence need not be reported.

If a player wears* anything that the Referee considers liable to cause injury to another player, he must require the player to remove it, failing which the Referee must order the player off the field, and such player shall not play thereafter without the consent of The Football Association or Affiliated County Association concerned (Council, June 23, 1934).

For Players.—Be sure that your boots etc., are in accordance with this Law, for if the Referee's attention is drawn to the irregularity during the progress of a game, you may be sent off and your services temporarily lost to your side. If doubtful about them, ask the Referee before the match or during the interval. Keep your studs in good repair, for if they wear away and expose the nails, it is an infringement of Law 4.

LAW V. REFEREES

A Referee shall be appointed to officiate in each game. He shall :

(a) Enforce the Laws and decide any disputed point. His decision on points of fact connected with the play shall be final so far as the result of the game is concerned. His jurisdiction begins from the time he signals for the kick-off, and his power of penalising shall extend to offences committed when play has been temporarily suspended or when the ball is out of play. He shall, however, refrain from penalising in cases where he is satisfied that by doing so he would be giving an advantage to the offending team.

(b) Keep a record of the game ; act as time-keeper and allow the full or agreed time, adding thereto all lost through accident or other cause.

(c) Have discretionary power to stop the game for any infringement of the Laws and to suspend or terminate the game

**N.B.*—This refers to articles other than boots which are provided for in the Law, *e.g.*, artificial arm, rings, belts etc.

whenever, by reason of the elements, interference by spectators, or other cause, he deems such stoppage necessary. In such a case he shall report the matter to the National or Affiliated Association under whose jurisdiction the game was played, within two days, (Sundays not included). Reports will be deemed to be made when received in the ordinary course of post.

(d) Have discretionary power, from the time he enters the field of play, to caution any player guilty of misconduct or ungentlemanly behaviour and, if he persists, to suspend him from further participation in the game. In such cases the Referee shall send the name of the offender to the National or Affiliated Association concerned, within two days after the occurrence (Sundays not included). Reports will be deemed to be made when received in the ordinary course of post.

(e) Allow no person other than the players and linesmen to enter the field of play without his permission.

(f) Stop the game if, in his opinion, a player has been seriously injured; have the player removed as soon as possible from the field of play, and immediately resume the game. If a player is slightly injured, the game shall not be stopped until the ball has ceased to be in play. A player who is able to go to the touch or goal-line for attention of any kind, shall not be treated on the field of play.

(g) Have discretionary power to suspend from further participation in the game, without previous caution, a player guilty of violent conduct.

(h) Signal for recommencement of the game after all stoppages.

To referee well, in such a way that will win the respect of players and spectators :

(a) Learn and understand every Law.
(b) Be absolutely fair and impartial in every decision.
(c) Keep physically fit and in good training.

Occasionally a player may deliberately waste time ; he should be cautioned.

If a player is sent off the field before a game actually begins another player may take his place, but the kick-off must not be delayed.

Suspend or terminate a match on account of the weather, only after very careful consideration.

When cautioning a player, call him by or require his name and plainly state that if he is again considered to be guilty of ungentlemanly behaviour he will be ordered off the field.

Note the procedure if a player is cautioned ; a Referee who fails to report misconduct which came under the notice may be suspended, if it is proved to the satisfaction of the Council that the case of misconduct should have been further investigated.

Compare watches with the Linesmen, both before the game and at half-time.

Do not trust to memory alone in keeping a record of the game ; note on paper the time of start, the time at which, if no extra time has to be allowed, half-time and the end of the game will fall due.

Note also the goals as they are scored.

The Referee should have two good whistles, a reliable watch, a coin, a notebook and a pencil.

The application of the provisions of (f) should be strictly observed.

In International Matches the Referees should be neutral and the Linesmen shall be officials registered as Referees with a National Association. (International Board, June 14, 1930). This shall not apply to Amateur International Matches of the four British Associations. (International Board, June 1, 1932).

Referees in International Matches shall wear a jacket or blazer the colour of which is distinctive from the colours worn by the contesting teams. (International Board, June 11, 1932).

It is misconduct for any Association or Club or any player, official or member of any Association or Club to offer, or attempt to offer, either directly or indirectly, any consideration whatever to another Club, player, or players of any other Club, with a view to influence the result of a match. It is misconduct for any Club player or players to accept any such consideration.

It is the duty of the Referees to act upon the information of neutral Linesmen with regard to incidents that do not come under the personal notice of Referees. (Council, March, 1920).

While the game is in progress, trainers must not be allowed on the field of play unless called by the Referee ; nor must trainers or Club officials be allowed to coach players along the boundary lines.

The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of Referees not to give penalties for technical or supposed breaches. Constant whistling for trifling and doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of spectators. (Council, December 14, 1930).

Advice to Players.—Never question the Referee's decisions, for on points of fact connected with the play they are final.

If any argument does arise, always support the Referee.

Any misconduct towards a Referee away from the field of play will be dealt with as if the offence had been committed on the field.

Do not draw attention to yourself if you get an injury which is only slight. The Referee will see that you have attention in any serious accident.

LAW VI. LINESMEN

Two Linesmen shall be appointed, whose duty (subject to the decision of the Referee) shall be to indicate when the ball is out of play and which side is entitled to the corner-kick, goal-kick or throw-in. They shall also assist the Referee to control the game in accordance with the Laws. In the event of undue interference or improper conduct by a Linesman, the Referee shall dispense with his services and arrange for a substitute to be appointed. (The matter shall be reported by the Referee to the National or

Affiliated Association having jurisdiction over the offending Linesman). The Linesmen should be equipped with flags by the Club on whose ground the match is played.

A Linesman who sees an incident on the field of play likely to bring disrepute on the game, which the Referee has failed to notice, should immediately report it to him.

Wherever it is possible, Linesmen should be neutral. Linesmen where neutral must call the attention of the Referee to rough play or ungentlemanly conduct, and generally assist him to carry out the game in a proper manner.

Linesmen where neutral may be asked by the Referee to give an opinion on the ball crossing the goal-line between the posts.

A Linesman is justified by Law vi in directing the Referee's attention to distinct breaches of the Law which have come under his notice and which he is satisfied the Referee could not see, and the Referee should confer with the Linesmen in such a case, especially where the Linesmen are neutral. (Council, December 14, 1903).

Linesmen who observe incidents on the field of play likely to bring the game into disrepute, must, if such incidents have not come under the notice of the Referee, immediately report them to him. Should a Referee fail to report misconduct which comes under his notice, and it is proved to the satisfaction of the Council that such misconduct was of a nature that required investigation, he shall be suspended, or otherwise dealt with. (Council, March, 1920).

The Linesmen should each have a watch, a linesman's flag and a whistle (in case of emergency).

A player may not act as a Linesman or Referee during suspension.

LAW VII. DURATION OF THE GAME

The duration of the game shall be two equal periods of 45 minutes, unless otherwise mutually agreed upon, subject to the following: (a) Allowance shall be made in either period for all time lost through accident or other cause, the amount of which shall be a matter for the discretion of the Referee ; (b) Time shall be extended to permit of a penalty-kick being taken at or after the expiration of the normal period in either half.

At half-time the interval shall not exceed five minutes except by consent of the Referee.

A Referee has no power to set aside the Rules of Cup and other Competitions where the time to be played is specified.

Normal period means 90 minutes, or if a shorter period is mutually agreed upon, and is permissible under the rules of the Competition, the period should be divided in equal halves.

LAW VIII. THE START OF PLAY

(a) **At the beginning of the game,** choice of ends and the kick-off shall be decided by the toss of coin. The team winning the toss shall have the option of choice of ends or the kick-off.

The Referee, having given a signal, the game shall be started by a player taking a place-kick (i.e., a kick at the ball while it is stationary on the ground in the centre of the field of play) into his opponents' half of the field of play. Every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 10 yards from the ball until it is kicked-off ; it shall not be deemed in play until it has travelled the distance of its own circumference. The kicker shall not play the ball a second time until it has been played or touched by another player.

(b) **After a goal has been scored,** the game shall be restarted in like manner by a player of the team losing the goal.

(c) **After half-time :** When restarting after half-time, ends shall be changed and the kick-off shall be taken by a player of the opposite team to that of the player who started the game.

PUNISHMENT. For any infringement of this Law, the kick-off shall be retaken, except in the case of the kicker playing the ball again before it has been touched or played by another player : for this offence an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred. A goal shall not be scored direct from a kick-off.

(d) **After any other temporary suspension :** When restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these Laws, provided that immediately prior to the suspension the ball has not passed over the touch or goal-lines, the Referee shall drop the ball at the place where it was when play was suspended and it shall be deemed in play when it has touched the ground : if, however, it goes over the touch or goal-lines after it has been dropped by the Referee, but before it is touched by a player, the Referee shall again drop it. A player shall not play the ball until it has touched the ground. If this section of the Law is not complied with the Referee shall again drop the ball.

Note which side kicked off : The kick must be taken by a player competing in the match, except in the case of Charity Matches.

The practice of kicking-off by persons other than the players competing in a match is prohibited except in Charity matches. (Decision of Council, March 25, 1907).

Do not permit any encroachment until the ball is kicked off.

Limit the half-time interval to 5 minutes, unless in very exceptional circumstances.

When extra time is necessary, play shall be restarted according to (a). The interval between the end of the normal period of play and the start of the extra period shall be under the jurisdiction of the Referee.

Players have a right to an interval of five minutes at half-time (Decision of Council, January 15, 1906).

Many players, when the whistle sounds for the start, run inside the opponents' 10 yards' circle or across the half-way line. This is wrong as the game commences with kick off, not with the Referee's signal.

In competitions where after a drawn game extra time is necessary, the Captains must toss again for choice of ends, and the extra time must be divided into two equal portions.

LAW IX. BALL IN AND OUT OF PLAY

The ball is out of play :

(a) When it has wholly crossed the goal-line or touch-line, whether on the ground or in the air.

(b) When the game has been stopped by the Referee.

The ball is in play at all other times from the start of the match to the finish, including :

(a) If it rebounds from a goal-post, cross-bar or corner flag post into the field of play.

(b) If it rebounds off either the Referee or Linesmen when they are in the field of play.

(c) In the event of supposed infringement of the Laws, until a decision is given.

To prevent being touched by the ball, or obstructing, Linesmen should, as far as possible, keep out of the field of play, although close to the touch-line.

If the ball, while in the air, goes over the touch-line or the goal line (except inside the goal), even if it lands in the field of play, it is out of play.

A signal must be given immediately the ball goes out of play for, until this is done, the ball can be considered as in play. Decide and act quickly and if uncertain, consult the Linesman.

If an appeal is to be refused, shake the head or say "play on." Once given do not change the decision.

Note that the WHOLE OF the ball must have crossed the goal or touch line before it is out of play ; this clearly means that if THE BALL ROLLS ALONG ONE of the lines, it is still in play.

In this Law particularly, play to the whistle not to the flag ; a Linesman's signal is only intended for the Referee, and the latter is the only person empowered to give decisions.

It is possible for the ball to be out of play when a player plays it or goal keeper catches it, even though he is standing in the playing area.

A player running outside the playing area may still keep the ball in play.

LAW X. METHOD OF SCORING

Except as otherwise provided by these Laws, a goal is scored when the whole of the ball has passed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, propelled by hand or arm, or carried by a player of the

attacking side. Should the cross-bar become displaced for any reason during the game, and the ball cross the goal-line at a point which, in the opinion of the Referee, is below where the cross-bar should have been, he shall award a goal.

The team scoring the greater number of goals during a game shall be the winner ; if no goals, or an equal number of goals are scored the game shall be termed a "draw".

To give an absolutely safe decision it is necessary to be close to the goal at the time of a shot, with a side view if possible.

If the ball be carried over the goal-line between the knees or ankles of an attacker, it can be a goal.

The player in these circumstances is not guilty of "carrying."

In catching the ball, or fisting out, a goal-keeper may sometimes let the ball, while in the air, pass into the goal ; if *certain* that the whole of the ball has passed the line, give a goal.

The words "not been thrown" cover a throw-in from touch.

The word "thrown" does *not* apply to the goal keeper when he is within his own penalty area (Decision of Council, 9th February, 1948).

The goal-line must be marked from corner to corner including the space between the goal-posts.

See that the cross-bars are securely fixed.

LAW XI. OFF-SIDE

A player is off-side if he is nearer his opponents' goal-line than the ball at the moment the ball is played unless :

(a) He is in his own half of the field of play.

(b) There are two of his opponents nearer to their own goal-line than he is.

(c) The ball last touched an opponent or was last played by him.

(d) He receives the ball direct from a goal-kick, a corner-kick, a throw-in, or when it is dropped by the Referee.

PUNISHMENT. For an infringement of this Law, an indirect free-kick shall be taken by a player of the opposing team, from the place where the infringement occurred.

A player in an off-side position shall not be penalised unless in the opinion of the Referee, he is interfering with the play or with an opponent, or is seeking to gain advantage by being in an off-side position.

Note particularly the last paragraph.

The deciding-factor is where the player was at the moment the ball was played by a member of his own side. Not, as is often thought, where he is when he himself plays the ball. It stands to reason that if a player is NOT IN FRONT OF the ball when it is played, he cannot, even if he then runs forward, be off-side.

Remember that the Law applies also to times when a free-kick or penalty-kick is taken.

If a player deliberately trips an opponent who is standing in an off-side position within the penalty area, and who does not attempt to play the ball or obstruct, a penalty kick should be awarded.

Advice to players.—There are important factors connected with this Law which will help you to understand and remember it.

(a) You cannot be penalised unless you are gaining an advantage from being off-side. (See last para, Law xi).

Therefore if you do find yourself in an off-side position, keep clear of the play and neither interfere with nor inconvenience an opponent nor make a pretence of doing so. Be careful, too, not to obstruct the view of the goal-keeper.

(b) You will never be off-side if you take care to see that when the ball is played by a member of your own side you are not in front of the ball, or there are at least two opponents between you and their goal line.

You cannot be off-side if you receive the ball direct from a goal-kick, a corner-kick, a throw-in, or when the ball is dropped by the Referee.

(c) If you are in an off-side position, you cannot put yourself on-side. You can only be put on-side by an opponent playing the ball, or if you are not in front of the ball when it is next played by one of your own side or if the positions of your opponents change so as to become as in (b) above.

LAW XII. FOULS AND MISCONDUCT

1. A player who intentionally commits any of the following *nine* offences :—

(a) Kicks or attempts to kick an opponent ;

(b) Trips an opponent, i.e., throwing or attempting to throw him by the use of the legs or by stooping in front of or behind him ;

(c) Jumps at an opponent ;

(d) Charges an opponent in a violent or dangerous manner ;

(e) Charges an opponent from behind unless the latter be obstructing ;

(f) Strikes or attempts to strike an opponent ;

(g) Holds an opponent with his hand or any part of his arm ;

(h) Pushes an opponent with his hand or any part of his arm ;

(i) Handles the ball, i.e., carries, strikes or propels the ball with his hand or arm (This does not apply to the goalkeeper within his own penalty area) ;

Shall be penalised by the award of a **direct free-kick** to be taken by the opposing side from the place where the offence occurred.

Should a player of the defending side intentionally commit one of the above nine offences within the penalty-area, he shall be penalised by a **penalty-kick.**

A penalty-kick can be awarded irrespective of the position of the ball, if in play, at the time an offence within the penalty-area is committed.

2. A player committing any of the *five* following offences :

(1) Playing in a manner considered by the Referee to be dangerous, e.g. attempting to kick the ball while held by the goal-keeper ;

(2) Charging fairly, i.e. with the shoulder, when the ball is not within playing distance of the players concerned and they are definitely not trying to play it ;

(3) When not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent ;

(4) Charging the goalkeeper except when he—

(a) is holding the ball ;
(b) is obstructing an opponent ;
(c) has passed outside his goal-area ;

(5) When playing as goalkeeper, carrying the ball, i.e. taking more than four steps while holding the ball without bouncing it on the ground ;

Shall be penalised by the award of an **indirect free-kick** to be taken by the opposing side from the place where the infringement occurred.

3. A player shall be **cautioned** if :

(j) He joins his team after the game has commenced or returns to the field while the game is in progress without reporting to the Referee or without waiting for a stoppage of the game. If the game has been stopped (to administer the caution) it shall be restarted by the Referee dropping the ball at the place where the infringement occurred, but if the player has committed a more important offence he shall be penalised according to that section of the Law infringed ;

(k) he persistently infringes the Laws of the Game ;

(l) he shows by word or action, dissent from any decision given by the Referee ;

(m) he is guilty of ungentlemanly conduct.

For any of these last three offences, in addition to the caution, an **indirect free-kick** shall also be awarded to the opposing side from the place where the offence occurred.

4. A player shall be **sent off** the field of play:—

(n) if he is guilty of violent conduct, i.e., using foul or abusive language, or if, in the opinion of the Referee, he is guilty of serious foul play ;

(o) if he persists in misconduct after having received a caution.

If play be stopped by reason of a player being ordered off the field for an offence without a separate breach of the Law having been committed, the game shall be resumed by an **indirect free-kick** awarded to the opposing side from the place where the infringement occurred.

Note to Referees

A thorough knowledge of every clause of this Law is absolutely essential, but its correct application depends on the Referee's ability to make up his mind IMMEDIATELY whether or not an offence is *intentional*.

Take particular note that in Clause (c) it is jumping at an opponent, and not jumping for the ball, that is a foul. There is no such thing as accidental jumping at an opponent.

In Clause (i) note that unless the hand or arm strikes or propels the ball it is not a foul ; far too often a player is penalised when the ball touches his arm through no intentional action of his own.

It is possible for a player to charge an opponent fairly but at the wrong time, viz., when the ball is NOT within playing distance. If you consider that such action infringes this Law, it is a breach of section (2) and the offending side forfeits an indirect free-kick, whether the offence be inside or outside the penalty-area.

If the goalkeeper obstructs an opponent he may be charged even when in his goal-area. See that the goalkeeper is not unfairly charged, as he has so little chance of protecting himself when his attention is engaged with a coming shot.

The penalty-kick can only be awarded for the following *nine* offences, intentionally committed by a player of the defending side within the penalty-area :

(a) Kicking or attempting to kick an opponent.
(b) Tripping an opponent.
(c) Jumping at an opponent.
(d) Charging an opponent in a violent or dangerous manner.
(e) Charging an opponent from behind unless the latter be obstructing.
(f) Striking or attempting to strike an opponent.
(g) Holding an opponent.
(h) Pushing an opponent.
(i) Handling the ball.

If any of these nine offences is committed by a player of either side outside the penalty area or by a player of the attacking side inside the penalty-area, a direct free-kick should be awarded.

Do not allow players to crowd round you to question your decision or get you to change it.

Although a player is entitled to charge the goalkeeper when the latter is in possession of the ball, i.e., holding the ball, it is not permissible for such a player to kick or attempt to kick the ball under such circumstances. The use of the foot amounts to dangerous play and should be dealt with accordingly, i.e., an indirect free-kick against the offender.

Official Decisions

If a player turns so as to face his own goal when he is tackled, or is obviously aware that he is about to be tackled by an opponent, he is intentionally obstructing, and may be charged from behind. (International Board, 8th June 1907.)

Where a defending player is ordered off the field for kicking or striking an opponent within the penalty-area, the Referee also has the power to order a penalty-kick. (Council 5th November 1906.)

To Players

This is one of the most important Laws and you are bound to offend against it unless you learn and understand all the Laws. Try not to be penalised or even cautioned; it is natural that if a player HAS been cautioned, his subsequent offences are considered more serious. The following points may help you to keep within the spirit as well as the letter of the Law:

(a) Never retaliate when fouled, for you at once become liable to punishment yourself and if you are ordered off you may be suspended.

(b) Realise that there is no such thing as accidental jumping at an opponent.

(c) Refrain from claiming for "hands". A Referee will act on his own initiative in such a matter; moreover, if you claim and the Referee considers the offence accidental, you will have put yourself and your team at a disadvantage.

(d) Keep your temper and do not appear annoyed if you are charged.

(e) It is no disgrace to be bowled over by a fair charge; you will probably go over straightaway if an opponent catches you standing on one foot. It will help you to learn a valuable lesson. Let your own charging, too, be fair and honest. Even if an opponent is intentionally obstructing you, you have no right to charge him in such a manner that you may do him injury.

(f) Accept the Referee's decision without question; it is an offence to show dissent by word or action.

(g) When playing as goalkeeper, bear in mind that directly you leave the goal-area, any opponent may charge you. As long as you are within your goal-area, provided you do not hold the ball or obstruct an opponent, you are protected under the Laws. The best advice possible to a goalkeeper is to get rid of the ball at once.

(h) Remember that no player may attempt to kick the ball when it is held by the goal-keeper. This may be considered by the Referee to be dangerous play and an indirect free kick will result.

(i) Except through accident, no player may leave the field of play during the progress of the game without the Referee's permission. If a player has had to leave the field of play, or wishes to join his team after play has begun, he must report to the Referee and only enter the field when the ball has ceased to be in play.

Obstruction Rule. The International Soccer Board has accepted the suggestion put forward by the Football Association of England in regard to "Obstruction" rule in Soccer. Accordingly an indirect free kick is the penalty for "when not playing the ball, intentionally obstructing an opponent i.e., running between the opponent and the ball or interposing the body so as to form an obstacle to an opponent".

In future a goal-keeper or full-back (or any player), with the idea of letting the ball to go out, will not be allowed to run across the path of an onrushing forward who, but for this obstruction, would have had a reasonable chance of getting possession of the ball. The same will not be permitted along the touch lines also.

Henceforth, the player who wants to keep the ball in play will have a free path. If he is obstructed he will at least be recompensed with an indirect free-kick, a sufficiently dangerous punishment to make the spoiler think twice. This amendment, it is claimed by soccer experts, will make the Referee's work much easier. He will not be asked to judge in a fraction of a second when the ball is within playing distance or whether the obstruction was wilful or accidental.

LAW XIII. FREE-KICK

Free-kicks shall be classified under two heads: "Direct" (from which a goal can be scored direct against the **offending side**), and "Indirect" (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal).

When a direct or indirect free kick is being taken a player of the opposite side shall not approach within 10 yards of the ball until it is in play, unless he be standing on his own goal-line, between the goal posts. If a player of the opposing team approaches within 10 yards before the kick is taken the Referee shall delay the taking of the kick until the Law is complied with. The ball shall not be deemed in play until it has travelled the distance of its own circumference. The ball must be stationary when the kick is taken, and after taking the kick, the kicker shall not play the ball a second time until it has been touched or played by another player. In the case of a free-kick being awarded to the defending side in the penalty-area, the goal-keeper shall not receive the ball into his hands in order that he may thereafter kick it into play; the ball must be kicked direct into play beyond the penalty-area and if this part of the Law is not complied with, the kick shall be retaken.

PUNISHMENT. If the kicker, after taking the free-kick, plays the ball a second time before it has been touched or played by another player, an indirect free-kick shall be taken by a player of the opposing team from the spot where the infringement occurred.

If in the opinion of the Referee the ball has not rolled completely over, or travelled the distance of its circumference, *i.e.*, about 27 inches, he must order it to be kicked off properly.

Note that the ball **must** be stationary before the kick is taken.

See that the kick is taken as quickly as possible; this is important not only so that the game shall not be slowed down, but because delay is unfair, particularly in the case of a kick from which a goal may be scored direct as it enables the offending side to re-arrange its defence.

The kick must not be taken until the Referee gives a signal, usually by whistle.

If a player has been known to kick the ball directly into his own goal from a direct or indirect free-kick, the Referee should award a corner-kick provided that in the case of a free-kick inside the penalty area the ball had first been kicked into play. Otherwise the free-kick from inside the penalty-area will have to be retaken. If however, a player kicks the ball directly into the opponents' goal from an indirect free-kick, the Referee should award a goal-kick to the opponents.

Players who do not retire to the proper distance when a free-kick is taken must be cautioned, and on repetition be ordered off. It is particularly requested of Referees that attempts to delay the taking of a free-kick by encroaching should be treated as serious misconduct (Council, December, 1910).

A goal cannot be scored direct from the kick-off, a goal-kick or from free-kicks resulting from the following breaches of the laws.

(a) A player playing the ball a second time before it has been played by another player at :

- (i) the kick-off,
- (ii) a throw-in,
- (iii) a free-kick,
- (iv) a penalty-kick,
- (v) a corner-kick,
- (vi) a goal-kick if the ball has passed outside the penalty-area.

(b) Interference with play in any way when off-side.

(c) Carrying by the goal-keeper (taking more than four steps while holding the ball without bouncing it on the ground).

(d) Charging an opponent at the wrong time, the charge being otherwise fair.

(e) Not kicking the ball forward at a penalty-kick.

(f) Dangerous play.

(g) Charging a goal-keeper who is within his own goal area, except when he is holding the ball or obstructing an opponent.

(h) Ungentlemanly conduct.

(i) Causing the game to be stopped to allow the Referee

- (i) to caution a player for persistent infringement of the Laws or for dissenting, or
- (ii) to order off a player persisting in misconduct after a caution or using foul or abusive language.

Understand that the Referee has the power to refrain from awarding a free-kick if, in his opinion, it will benefit the offenders.

Some players cause delay by :

(a) Trying to take free-kicks from places well away from those where the infringement took place ;

(b) Deliberately failing to move 10 yards away from the ball when a member of the opposing team is about to take a free-kick, in order to allow the defence to get into position.

Such conduct brings the game into disrepute.

LAW XIV. PENALTY-KICK

A penalty-kick shall be taken from the penalty-mark and when it is being taken, all players, with the exception of the player taking the kick, and the opposing goal-keeper, shall be within

the field of play, but outside the penalty-area, and at least 10 yards from the penalty-mark. The opposing goal-keeper must stand (without moving his feet) on his own goal-line, between the goal-posts, until the ball is kicked. The player taking the kick must kick the ball forward ; he shall not play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play directly it is kicked, i.e., travelled the distance of its circumference, and a goal may be scored direct from such a penalty-kick. If the ball touches the goal-keeper before passing between the posts, when a penalty-kick is being taken at or after the expiration of half-time or full-time, it does not nullify a goal. If necessary, time of play shall be extended at half-time or full time to allow a penalty-kick to be taken.

PUNISHMENT.

(a) For any infringement by the defending team the kick shall be retaken, if a goal has not resulted.

(b) For any infringement by the attacking team, other than by the player taking the kick, the kick shall be retaken, if a goal has resulted.

(c) For any infringement by the player taking the penalty-kick, a player of the opposing team shall take an indirect free-kick from the spot where the infringement occurred.

This is an important law ; therefore

(a) Note carefully the last three lines of Law v (a).

(b) Study Law xii ; it is clear that there are only nine offences for which a penalty-kick can be awarded and, even then, only if the offence was *intentional*.

(c) Before giving the signal for the kick, make sure that the players and the ball are correctly positioned ; *i.e.*, as stated in this Law. If a player wilfully encroaches, caution him and if he persists, order him off the field.

(d) Remember that if the original offence was sufficiently serious as to justify the player being ordered off the field, the awarding of a penalty-kick does not cancel this measure.

(e) Bear in mind that if the ball hits the goal-post or bar and rebounds into play, the player who took the penalty-kick must not play it again until it has been touched by another player.

Study this Law carefully ; it is an important one. The following points may help you to interpret and apply it correctly :

(a) Players need not be "behind the ball." They may take up their position within the field of play, outside the penalty-area, but they must be at least 10 yards from the ball.

Players may stand along the side line of the Penalty-area if they so wish. It must at the same time be remembered that the Law concerning off-side applies also to times when penalty kick is taken.

(b) Always wait for the Referee's signal before taking a penalty-kick.

(c) The goal-keeper may not move from the position he takes upon his goal-line between the posts, nor may a player rush in from his position

outside the penalty-area, until the ball has been kicked. An offence here will mean a caution and, if repeated the player may be ordered off.

(d) Remember that the kick must be forward.

(e) If a penalty-kick is awarded and a goal is scored, the Referee will ignore any infringement by the defending team and will let the goal stand.

LAW XV. THROW-IN

When the whole of the ball passes over a touch-line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower at the moment of delivering the ball must face the field of play and part of each foot shall be either on or outside the touch line. The thrower shall use both hands and shall deliver the ball from over his head. The ball shall be in play immediately it is thrown, but the thrower shall not again play the ball until it has been touched or played by another player. A goal shall not be scored direct from a throw-in.

PUNISHMENT

(a) If the ball is improperly thrown in, the throw-in shall be taken by a player of the opposing team.

(b) If the thrower plays the ball a second time before it has been touched or played by another player, an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred.

See that :

(a) The Linesman indicates clearly with his flag the point from where and by which team the throw-in is to be taken. He must be careful not to obstruct.

(b) The player taking the throw-in really uses both hands ; some players are apt to throw with one hand only, using the other simply as a guide.

(c) The ball is thrown ; it may not just be dropped even if from both hands.

(d) A part of both feet of the player taking the throw is on the ground when the throw-in is made. A player may raise his heels in making his throw, but he must have part of each foot on the ground, on or outside the touch line, at the time the throw-in is made. Players who have one or both feet on the line when throwing may, by raising their heels, have the part of the foot touching the ground in the field of play and not on the line, which is infringing the Law.

(e) The player taking the throw-in faces the field of play.

He is deemed to be facing the field of play, if the continuation of the line of the player's feet cuts into the field of play. If not, then the player is not facing the field, even though by twisting his body he can turn his head and shoulders to face the field.

Sometimes a ball is thrown by a player directly from a throw-in into his opponents' goal in which case the Referee should award a goal-kick. If, however, a player throws the ball directly into his own goal the Referee should award a corner kick.

Touch is that part of the ground on either side of the field of play.

If the ball has been kicked into touch, but before the ball is thrown in a player deliberately kicks an opponent, play should be resumed by a throw-in and the player dealt with by a caution or ordered off the field (Council, June 23, 1934).

The practice of claiming for the throw-in when the ball goes into touch is far too prevalent and is unnecessary. Let the Linesman give his decision.

Do not be childish and show pique by throwing or kicking the ball away when a throw-in or any other decision is given to the opposing side.

LAW XVI. GOAL-KICK

When the whole of the ball passes over the goal-line, excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the attacking team, it shall be kicked direct into play beyond the penalty-area from a point within that half of the goal-area nearest to where it crossed the line, by a player of the defending team. A goal-keeper shall not receive the ball into his hands from a goal-kick in order that he may thereafter kick it into play. If the ball is not kicked beyond the penalty-area, i.e., direct into play, the kick shall be retaken. The kicker shall not play the ball a second time until it has touched or been played by another player. A goal shall not be scored direct from such a kick. Players of the team opposing that of the player taking the goal-kick shall remain outside the penalty-area whilst the kick is being taken.

Punishment

If a player taking a goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has touched or been played by another player, an indirect free kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred.

Show clearly the side from which the kick is to be taken.

Before giving the signal for the kick, made sure that the players and the ball are correctly positioned, i.e., as stated in this Law.

The ball is not in play until it has passed beyond the limit of the penalty-area. Should it not be kicked directly beyond this limit the kick is retaken.

LAW XVII. CORNER-KICK

When the whole of the ball passes over the goal-line, excluding that portion between the goal-posts either in the air or on the

ground, having last been played by one of the defending team, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner flag-post, which must not be removed, i.e., a corner-kick.) A goal may be scored direct from such a kick. Players of the team opposing that of the player taking the corner kick shall not approach within 10 yards of the ball until it is in play, i.e., it has travelled the distance of its own circumference nor shall the kicker play the ball a second time until it has been touched or played by another player.

Punishment

For any infringement of this Law, an indirect free-kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred.

See notes applying to Law 16.

Occasionally the ball strikes a goal-post and rebounds to the player who took the kick. The stated Law holds—he must not play it again until it has been touched by another player.

If a player before taking a corner-kick, removes the corner flag post, order it to be replaced before giving the signal for the corner-kick to be taken.

MEMORANDUM ON CO-OPERATION BETWEEN REFEREES AND LINESMEN—LAW VI

In the Laws of the Game set out in the foregoing pages there are no instructions as to the relative positioning of Referee and Linesmen during a game. There are, however, instructions in Laws v and vi with regard to powers and duties of Referees and Linesmen which rightly interpreted would mean co-operation. Law vi stipulates that two Linesmen shall be appointed, whose duty (subject to the decision of the Referee) shall be:

(a) To decide *when* the ball is out of play.

(b) To decide *which* side is entitled to

(1) the corner-kick.

(2) the goal-kick.

(3) the throw-in.

(c) To assist the Referee in carrying out the game in accordance with the Laws.

The assistance referred to in (c) is :

(1) Signalling when the *whole* of the ball is out of play.

(2) Indicating *which* side is entitled to the corner-kick, the goal-kick, or the throw-in.

(3) Calling the attention of the Referee to rough play, or ungentlemanly conduct.
(4) Giving an opinion on any point on which the Referee may consult him.

NEUTRAL LINESMEN

The assistance referred to above is best given by NEUTRAL LINESMEN. A limitation is placed upon CLUB LINESMEN because points (2), (3) and (4) are not usually referred to Linesmen who are not neutral. In case of neutral Linesmen they must be used as ASSISTANT REFEREES. It is appreciated that there must be a different attitude adopted by the Referee in this case, because in effect there are THREE officials supervising the play ; the Referee remains as principal official but the Linesmen are there to assist him to control the game in a proper manner.

CLUB LINESMEN

To get the most effective co-operation from CLUB LINESMEN the following procedure should be adopted :

(1) Referees should decide beforehand exactly *what* they want their Club Linesmen to do and should be able to *tell* them distinctly how they can best help them.
(2) BOTH Club Linesmen should report to the Referee *before* the start of the match, and receive his instructions, and be informed that no matter what may be their personal opinion the decision of the Referee is final, and must not be questioned.
(3) The work allotted to them as CLUB Linesmen is to signal *when* the ball is *entirely* over the touch-line, and to indicate *which* side is entitled to the throw-in, subject always to the decision of the Referee.

Keeping in mind their distinctive duties outlined above it is essential that there should be some conference between the three officials *before* any match. As the chief of this trio, the Referee must be able to indicate clearly to his assistants how they may best help him. His instructions must be specific, in order to avoid confusion. On their side, the LINESMEN must fully appreciate the Referee's prior authority, and accept his rulings without question, should there be any difference of opinion amongst them. The relationship to him *must* be one of assistance and neither undue intervention nor opposition.

The Referee will co-operate with his Linesmen on the following matters and indicate to them :

(a) The time by his watch.
(b) The side of the field which each Linesman will take in each half of the match.
(c) Their duties prior to the commencement of the game, such as the examination of the appurtenances of the game.
(d) Which shall be the senior Linesman in case of need.
(e) The position to be taken for corner-kicks.
(f) The sign that he has noticed his Linesman, but has over-ruled the indication therefrom.
(g) Which action in the throw-in shall be the province of the Linesman, and which that of the Referee, e.g., many Referees ask their Linesman to watch for foot-faults whilst they look for the hand-faults.
(h) The general procedure which he proposes to adopt as match officials, viz., diagonal system of control, or which other methods he prefers.

Referees should not necessarily keep to one diagonal of the field of play. If the state of the ground, wind, sun or other conditions demand a change to the opposite diagonal, a Referee should indicate to his Linesmen his intention to make such a change-over, and the Linesmen will at once take over the other half of their particular Lines. One advantage of such a change of diagonal is that the surface of the ground, next to the touch-line, will be less severely worn because the whole length of the field will be utilized.

Other co-operative matters may be added, but it is important that each of these should be known to the three officials.

MESTON TRAINING COLLEGE MADRAS

Hockey

RULES AS ADOPTED BY THE INTERNATIONAL HOCKEY BOARD

I. TEAMS AND DURATION OF GAME

(a) A game shall be played by two teams of not more than eleven players each. The usual constitution of a team is five forwards, three half-backs, two backs and a goal-keeper.

(b) The duration of the game shall be two periods of thirty-five minutes each, unless otherwise agreed upon mutually by the respective Captains. At half-time the teams shall change ends, and the interval shall not exceed five minutes.

Due allowance for extra time incurred for penalty bullies and for time lost must be made.

Extra time is provided for the completion of a Penalty Bully—or where the goal-keper is engaged in a Penalty Bully, extra time is allowed for him to take off and put on his pads.

All time taken between the award of any penalty bully and resumption of play shall be added to the agreed time of play.

Extra time is allowed for accidents and for undue suspension of play from other causes. All time so deducted for accidents is to be added on again to the duration of the game and played in the half in which the accident occurred.

The full or agreed time shall be allowed, after deducting all wastage for enforced stoppages, accidents, etc.

II. CAPTAINS

The Captains shall—

(a) Toss for the choice of ends ;

(b) Act as Umpires, if there be no Umpires, or delegate the duties of Umpire to a member of their respective teams ; and

(c) Indicate the goal-keepers of their respective teams before starting the game and after any change of goal-keeper.

It has become now a practice for one of the Umpires to spin the coin though the rule says that it shall be done by one of the Captains.

In recognized Tournaments the Committee provides Referees.

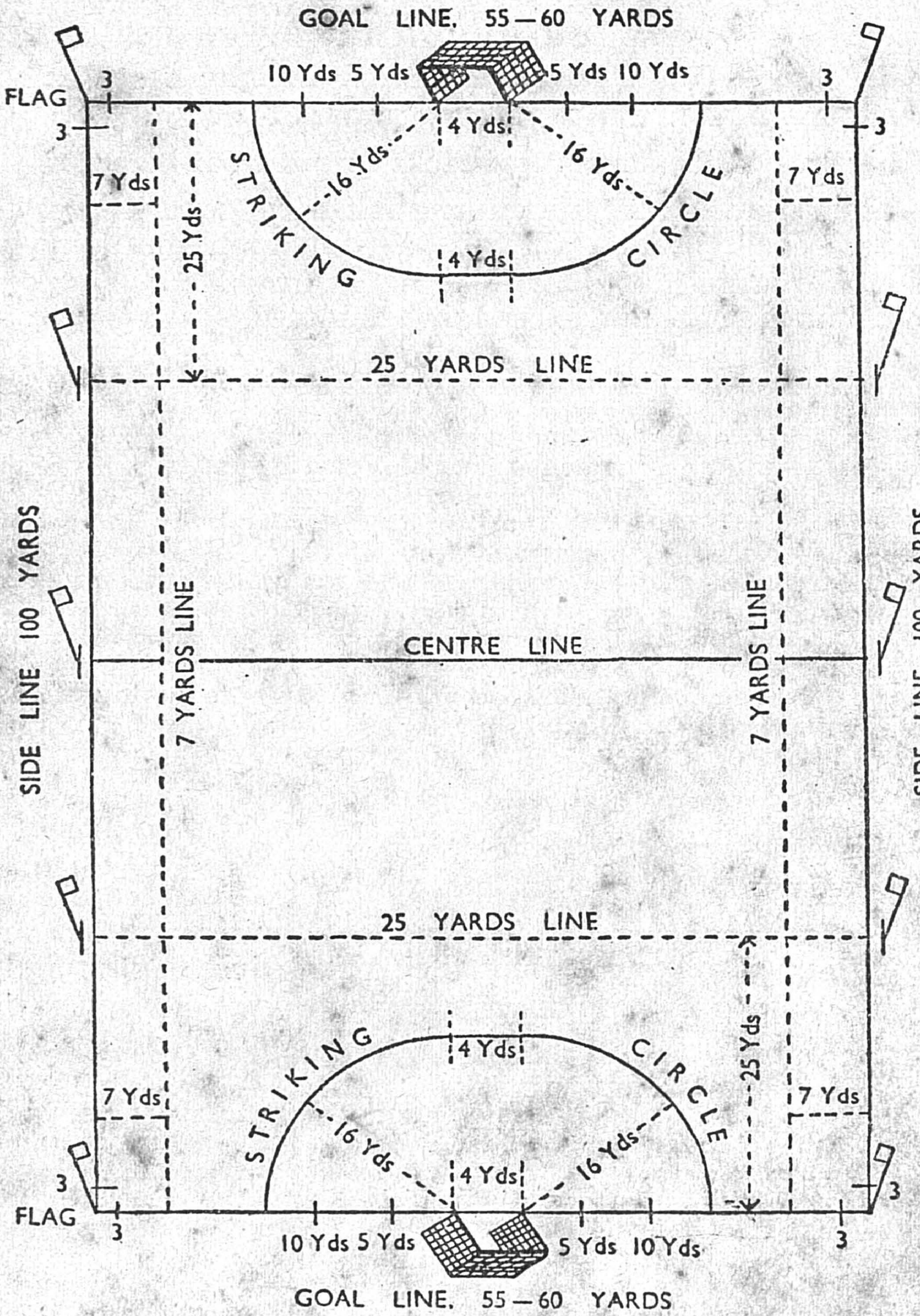
Ordinarily, goal-keepers are distinguished by their pads, but in the interest of the game it is better if the goal-keeper is differently dressed; a coloured shirt or sweater will be of great help.

If a captain, in the absence of a regular padded goal-keeper, fails to notify the umpire who is to be the goal-keeper, the umpire should penalize any player who kicks the ball in the circle while defending his goal.

PLAN OF HOCKEY GROUND

The flag-posts at each end of the centre line and of the 25 yards lines must be one yard outside the side lines.

PLAN OF GROUND



N. B.—The 25 yds. lines and the 7 yards lines to be wholly dotted lines as shown in the above plan. The ground must also be marked

for penalty corner hits, showing the 5 and 10 yards marks on the goal-line either side of the goal posts. The front of the goal posts must be touching the outer edge of the goal line. The circle line must be 3″ wide. Short lines must be drawn at right angles to the goal lines and side lines as shown on the plan.

III. GROUND

(a) The ground shall be rectangular, 100 yards long and not more than sixty yards, nor less than fifty-five yards, wide. It shall be marked out with white lines, in accordance with the plan. The longer boundary lines shall be called the side-lines, and the shorter boundary lines shall be called the goal-lines.

(b) Flag-posts (not less than four feet high) shall be placed at each corner of the ground, and also at the centre and twenty-five yards lines; those at the centre and twenty-five yard lines to be one yard outside the side-lines.

Umpire should satisfy himself before the game starts that grounds are properly marked out. The 7 yards lines and the 25 yards lines are not continuous lines but a succession of dashes.

IV. GOALS, POSTS, ETC.

(a) There shall be a goal at the centre of each goal-line consisting of two perpendicular posts four yards apart, joined together by a horizontal cross-bar seven feet from the ground (inside measurements). The front of the goal posts shall touch the outer edge of the goal line. The goal posts shall not extend upwards above the cross-bar, nor the cross-bar sideways beyond the goal-posts. The goal-posts and cross-bar shall be two inches wide and not more than three inches deep and they shall have rectangular edges to the sides facing the field of play. Nets shall be attached firmly to the goal-posts, cross-bar and the ground behind the goal, at intervals of not more than six inches.

(b) Goal-boards, not exceeding eighteen inches high, shall be placed at the foot of the goal-nets, the shorter boards being at right angles to the goal-line.

Goal post to be painted white or black and white. The goal board must be sufficiently deep not to interfere with the goal-keeper.

It is advisable for umpires to ensure that goal-nets are properly attached, and that the goal-boards are inside the nets.

V. STRIKING CIRCLE

In front of each goal shall be drawn a white line, four yards long and three inches wide, parallel to, and sixteen yards from, the goal-line. This line shall be continued each way three inches wide, to meet the goal-line by quarter circles having the goal-posts as centres. The space enclosed by these lines and the goal-line, including the lines themselves, shall be called the striking circle (hereinafter referred to as the circle).

Note :—It would be useful to mark on the goal-lines spots every 5 and 10 yards for the purpose of Penalty Corner.

It should be noted that the line itself whether on the goal-line or on the curved portions, forms part of the striking circle ; hence it follows that a hit of the ball stationed or moving wholly on the line may score a goal and an offence committed on the line by a defender may be penalized by a penalty-corner or a penalty bully.

VI. BALL

(a) The cover of the regulation ball shall be of white leather, or of any other leather painted white. It shall be sewn in a manner similar to the cover of an ordinary cricket ball, or it may be seamless.

(b) The inner portion of the ball shall be composed of cork and twine, similar to that of an ordinary cricket ball.

(c) The weight of the ball shall be not more than five-and-three-quarter ounces and not less than five-and-a-half ounces.

(d) The circumference of the ball shall be not more than nine-and-a-quarter inches and not less than eight and thirteen-sixteenth inches.

(e) A ball of any other description may be used, as agreed upon mutually by the respective Captains.

The only regulation hockey ball is one which conforms to the requirements of paragraph (a) to (d) of this Rule. Other types of ball, which do not comply with the above requirements, have not been approved by the Board, and their use under paragraph (e) is intended to apply to club matches only.

VII. STICKS

(a) The stick shall have a flat face on its left-hand side only.

(b) The head, (i.e., the part below the top of the splice) shall not be edged with, nor have any insets or fittings of metal, nor shall there be any sharp edges or dangerous splinters. The extremity shall not be cut square or pointed, but shall have rounded edges.

(c) The total weight of the stick shall not exceed twenty-eight ounces, nor be less than twelve ounces, and shall be of such a size (inclusive of any surgical binding) that it can be passed through a ring with an interior diameter of two inches.

Penalty

Umpires shall forbid the use of any stick which does not comply with this Rule.

Sticks broken during the game cannot be used. It is better for each Captain to test their sticks and examine their boots before players are on the ground.

The International Hockey Board has decided that certain types of stick—with a cut-back toe—do not comply with Rule vii. Further, that a square-cut toe must be somewhat rounded all along the extremity and

not only at the top and bottom. Umpires should draw attention to this decision if any players are using illegal sticks.

VIII. BOOTS, ETC.

No player shall wear any dangerous material, such as spikes or nails, etc.

PENALTY

Umpires shall forbid the wearing of boots, etc., which do not comply with this Rule.

IX. BULLY

(a) To bully the ball, a player of each team shall stand squarely facing the side-lines, each with his own goal-line on his right. Each player shall tap first the ground between the ball and his own goal-line and then his opponent's stick over the ball three times alternately, after which one of these two players must play the ball with his stick before it is put into general play.

(b) All other players shall be nearer to their own goal-line than the ball until it is in play and none shall stand within five yards of the ball.

(c) To start the game, restart it after a goal is scored, and after half-time, a bully shall be played at the centre of the ground.

(d) Inside the circle, no bully shall be played within five yards of the goal-line.

PENALTY

For any breach of this Rule, the bully shall be played again.

Bully must be done with flat surface of the stick. For deliberate and repeated breaches of the bully rule, an Umpire is justified under the heading of misconduct in warning the offender and giving a free hit against him. If it happens during a penalty bully after a warning, the Umpire's power is still greater (See comments on Rule xviii)—a goal is awarded.

Particularly watch :—

(1) Players taking the bully not standing square and facing the side lines.

(2) Players breaking before the bully is completed.

(3) Players not standing 5 yards from the bully. (That is, 5 yards from the ball).

(4) Players using the back or edge of their sticks while taking part in the bully.

(5) That sticks meet face to face and over the ball 3 times.

(6) Obstruction. Passing the ball between one's own feet is nearly always obstruction. Preventing an opponent from hitting the ball by placing one's own stick in front of the ball is obstruction.

(7) The player who makes a habit of passing the ball from bully straight to his half. It is more than likely that he has not met his opponent's stick over the ball or that he has made the third tap with the back or edge of his stick.

Remember:—

(1) Any player can take a bully ; the Umpire merely indicates the spot where the bully is to be taken.

(2) Inside the circle no bully shall be taken within 5 yds. of the goal-line, but must be taken on a line at right angles to goal-line and through the spot where the breach occurred. In some cases it may be necessary to take the bully more than 5 yds. from the goal-line, so as to allow players to stand 5 yds. from ball, and still remain within the field of play.

If there is any irregularity by any player, the bully must be taken again. But should one of the players deliberately and after being warned by the Umpire, persist in not standing square, or in some other way, not bullying correctly, the Umpire may deal with the offender under Rule x (k), Misconduct.

X. GENERAL DETAILS

(a) The flat face of the stick only may be used for playing the ball and for making contact with an opponent's stick at a bully. No player shall take part in, nor interfere with the game, unless he has his own stick in his hand.

(b) When striking at the ball, no part of the stick shall be raised above the shoulder, either at the beginning, or at the end, of a stroke, nor may a ball above the height of a player's shoulder be stopped in the air by any part of the stick ; nor may a player, in the act of approaching the ball, raise any part of his stick above his shoulder.

(c) The ball shall not be undercut. The scoop stroke, which raises the ball, is permissible [except as specially provided for in Rule xiii (b)], but the Umpire shall penalise the stroke if, in any particular instance, it be either dangerous in itself, or likely to lead to dangerous play. The ball may be hit whilst it is in the air, provided that the player does not contravene para (b) of this Rule.

(d) The ball shall not be stopped on the ground or in the air intentionally by any part of the body, except the hand. If the ball be caught, it shall be released into play immediately. The foot, or leg, may not be used to support the stick in order to resist an opponent.

Note.—If the ball be caught, it shall be released to drop perpendicularly. The foot cannot be used to stop a ball.

(e) The ball shall not be picked up, kicked, thrown, carried or propelled, in any manner or direction except with the stick.

(f) There shall be no hitting, hooking, holding, striking at or interference with the stick of an opponent.

(g) A player shall not obstruct by running in between an opponent and the ball, nor shall he interpose himself, or his stick, in any way as an obstruction, to an opponent nor attack from an

opponent's left unless he touches the ball before he touches the stick or person of his opponent. There shall be no charging, kicking, shoving, tripping, striking at, or holding, an opponent by any means whatsoever.

(h) A goal-keeper shall be allowed to kick the ball or stop it with any part of his body, but only whilst the ball is within his own circle. He shall not be penalised if, in stopping a shot at goal, the ball, in the opinion of the Umpire, merely rebounds off his body. In the event of his taking part in a penalty bully, these privileges shall be denied him ; but he may be permitted to remove his pads, and extra time shall be allowed, if necessary, for their resumption.

(i) If the ball becomes lodged in the pads of a goal-keeper, or in the wearing apparel of any player, or Umpire, the Umpire shall suspend the game and shall restart it by a bully on the spot where the incident occurred [subject to Rule ix (d)].

(j) If the ball strikes an Umpire, it shall remain in play.

(k) Rough, or dangerous play shall not be permitted, nor any behaviour which, in the opinion of the Umpire, amounts to misconduct.

PENALTIES

1. *For any breach of this Rule*

(i) Outside the circle—
A free hit shall be awarded to the opposing team provided that if the Umpire be satisfied that an offence committed by any defender inside his own twenty-five yards area was deliberate, he may award a penalty corner.

(ii) *Inside the circle*—

(*a*) *By the attackers.* A free hit shall be awarded to the opposing team.

(*b*) *By the defenders.* A penalty corner, or a penalty bully, shall be awarded to the opposing team.

2. *For a simultaneous breach of this Rule by two opponents, inside or outside the circle.* The Umpire shall order a bully to be played on the spot where the breach occurred [subject to Rule ix (d).]

3. *For rough, or dangerous play, or misconduct.* In addition to awarding the appropriate penalty, the Umpire may also warn the offending player, or suspend him from further participation in the game.

Note.—1. A player may be suspended without a previous warning.
Note.—2. Temporary exclusion is at times admissible.

Notes.—Rule x (c) is intended to prevent injury to players, and Umpires should be very firm in penalising undercutting and striking the

ball in a dangerous way and scooping the ball in a way either dangerous in itself or likely to lead to dangerous play. It should be noted, that, except in the case of a scoop, an Umpire has no power to penalise a stroke for being likely to lead to dangerous play. Any other stroke can be dealt with under Rule x (k).

Where possible, the player should be penalised who, by lifting the ball, leads up to dangerous play, or causes a breach of the Rules by other players, and not the player who, for example, is induced to give sticks through the lifting of the ball by an opponent.

Hitting the ball in the air is not permissible if the stroke is in itself dangerous.

The practice of carrying or bouncing the ball on the stick is disapproved, because it becomes dangerous play, when the player concerned is tackled by an opponent who is thus forced to play the ball in the air. Whenever it is continued to this point, the offender should be penalised under Rule x (k).

Rule x (d): Before penalising a breach of the rule the Umpire must be satisfied that there was some action by the player intended to ensure the stopping of the ball. No penalty is incurred under this rule by reason only of the fact that the ball was stopped by the body of a player even if he gain an advantage.

Rule x (e) : A rebound from or a deflection by, the body of a player who is stationary at the moment of impact, is not a propulsion within the meaning of this rule. If the ball be hit at a player who cannot avoid it, he should not be penalised even though there be a breach of the rule, unless the umpire considers that he has gained a substantial advantage.

Rule x (f) : No interference with sticks is permitted.

Rule x (g) : Subject to the application of the "advantage" Rule, Umpires should be particularly strict on obstruction and the other forms of interference dealt with in this Rule, even if the ball is still being played on the forehand. It should be noted that obstruction does not necessarily depend on the distance of the players concerned from the ball.

A player, even if in possession of the ball, may not interpose his body as an obstruction to an opponent. A change of direction by a half-turn of the body with this result may amount to a breach of this Rule. It should be noted, however, that even a complete turn does not constitute a breach unless an opponent has thereby been obstructed in an attempt to play the ball. Obstruction occurs frequently at the roll-in and should be watched for carefully.

Rule x (h) : A goal-keeper is not allowed to strike at the ball with his hand, or breast it out with his body. Umpires are disposed to be too lenient towards breaches of the Rules by goal-keepers.

The more usual breaches are running between an opponent and the ball when it is about to go behind, opening the legs to let the ball go through when an opponent is within striking distance, and making a wild stroke at the ball when clearing. The goal-keeper must not be allowed further privileges than those given him by this Rule.

Rule x (i) : If such an incident occurs during a penalty bully, the penalty bully should be played again.

Rule x (k) : The penalties for rough and dangerous play, or misconduct, should be noted carefully. Persistent breaches of the Rules may suitably be dealt with under this Rule.

If rough or dangerous play becomes prevalent, a word of caution to the offender, or offenders, should effectively prevent the game from getting out of hand.

RULE XI. GOAL

(a) Except as specially provided for in Rule XVIII (d) a goal is scored if the ball passes wholly over the goal-line between the goal-posts and under the cross-bar, the ball, whilst inside the circle, having been hit by, or having glanced off, the stick of a player of the attacking team. It is immaterial if the ball subsequently touch, or be played by, one or more players of the defending team. If, during the game, the goal-posts and/or the cross-bar become displaced and the ball passes wholly over the goal-line at a point which, in the opinion of the Umpire, is between where the goal-posts and/or under where the cross-bar respectively, should have been, a goal is scored.

(b) The team scoring the greater number of goals shall be the winner.

Note.—It must be noted that a goal is given only if the ball touches th stick of an attacking player inside the circle.

It is not necessary that the attacker must himself be in the circle whilst the ball is played by him.

The ball must be in the circle when it is played by the attacker.

If the ball is played by one of the attacking teams from outside the circle and touches the stick or person of a defending player and enters the goal then it shall not be a goal but a corner.

Whether to award an ordinary or a penalty corner depends upon the ball being put out by the defender intentionally or otherwise.

If the ball is wholly on the circle line it is inside the circle (Rule v).

It should be noted that the whole of the ball may be over the goal-line and the ball is still in play if any portion of it rests on the line.

A defender cannot put the ball through his own goal and have a goal registered against his side unless the ball when in the circle was first touched by the stick of an attacker or unless after the defender has hit, the ball subsequently touches the stick of an attacker who is in the circle. It is enough if the stick is in the circle.

RULE XII. OFF-SIDE

(a) No player can, in any circumstances, be off-side when in his own half of the ground.

(b) Subject to para (a), at the moment when the ball is hit, or rolled in, any other player of the same team as the striker, or roller-in, is in an off-side position unless:

(i) There be at least three opponents nearer to their own goal-line ; or,

(ii) The striker, or roller-in, be nearer to the opponents' goal-line.

(c) A player who is in an off-side position shall not be penalized for off-side unless, in the opinion of the Umpire, he is, by his position, gaining some advantage, or influencing the play of an opponent.

(d) A player who is in an off-side position shall not be put

on-side by reason of the ball having touched, or glanced off, the stick or person of an opponent.

(e) Subject to paras (c) and (d), a player in an off-side position shall be put on-side as soon as the ball has been definitely played by an opponent.

PENALTY

For any breach of this Rule : A free hit shall be awarded to the opposing team.

Note.—If the ball re-bound off a goal-post or the cross-bar, it shall be deemed to be a direct pass.

Notes.—The following points should be noted carefully :

1. A player can be in an offside position only if he is in his opponents' half of the ground when the ball was last hit. If a player is offside, he is not automatically put onside by returning to his own half to play the ball.

2. The point to note is not where the player is when he plays the ball, but where he was at the moment it was hit, or rolled-in, by a player of the same team.

3. A player is, at the material time, in an offside position:
   (a) unless there are at least three opponents between him and their goal-line, or
   (b) unless the striker, or roller-in, is nearer to his opponents' goal-line than he is.

4. A player in an offside position should only be penalised, if he interferes in any way with an opponent or the play or if, in the Umpire's opinion, he gains some advantage by his offside position, or, by his presence, causes any interference with the play of an opponent. But an Umpire need not wait to enforce a penalty until a player who is in an offside position has reached the ball.

5. The playing of the ball by an opponent does not necessarily put onside a player in an offside position, but if, in the Umpire's opinion, that player was not at the material time gaining some advantage, or interfering with an opponent or the play, he is put onside immediately the ball is played by an opponent.

A player who is in his own half of the field of play at the moment the ball is last played cannot be off-side.

A player once off-side cannot put himself on-side. This can only be done for him in three ways—(i) if an opponent definitely plays the ball ; (ii) if he is behind the ball when it is next played by one of his own side ; (iii) if he has THREE opponents between him and their goal-line when the ball is played by one of his own side further from his opponent's goal than himself.

The ball hitting the goal-post or bar and rebounding does not put a player who was off-side on side when the ball was last played.

This is, perhaps, the most important of the Rules of Hockey and is certainly one of the most difficult for an Umpire to properly interpret. The proper position of an Umpire will, and always must, play a most important part in giving proper and correct off-side rulings, and Umpires are strongly urged to carefully study what has been written about the correct position for an umpire to take up on the field—Rule xix—Umpires.

There is nothing in the rules of the game to prevent a player from crossing the side or goal-lines and returning to participate in the game. For Umpires' guidance it is here laid down that a goal-keeper or any other

player may still participate in the game from behind the goal or side-lines, and may clear a ball that has not crossed those lines, and such player can be penalized for any breaches of the rules.

RULE XIII. FREE HIT

(a) Except as specially provided for in Rules xvi (a) and xvii a free hit shall be taken on the spot where the breach occurred, provided that no hit shall be taken within five yards of a goal-post.

(b) The ball shall be hit, or it may be pushed along the ground. The scoop stroke shall not be permissible in this instance.

(c) At the moment when a free hit is taken, the ball shall be motionless on the ground, and no other player of either team shall be within five yards of the ball. If the ball be not motionless, or if there be any other player within five yards of the ball, the free hit shall be taken again. If, however, in the opinion of the Umpire, any player remains within five yards of the ball in order to gain time, he should not cause the hit to be delayed.

(d) When taking a free hit, if the striker misses the ball, he shall take the hit again, provided that he has not contravened Rule x (b).

(e) After taking a free hit, the striker shall not approach within playing distance of the ball, nor in any way participate in the game, until the ball has touched, or been played by, another player of either team.

PENALTY

For any breach of this Rule :

(i) *Outside the circle.*

A free hit shall be awarded to the opposing team.

(ii) *Inside the circle.*

A penalty corner shall be awarded to the opposing team.

When there is undue congestion and encroachment specially near the edge of the circle, it is helpful to hold up the game and pace out 5 yards so that hit may be taken properly.

RULE XIV. ROLL-IN

(a) If the ball pass wholly over the side-line, it shall be rolled [and not bounced or thrown] into play by hand along the ground in any direction, from the point where it crossed the side-line, by a player of the team opposed to the player who last touched the ball.

(b) The ball shall be rolled-it at once, but the roller-in shall stand outside the field of play and have his hands, feet and stick behind the side-line, and he shall not approach within playing distance of the ball, nor in any way participate in the game, until

the ball has touched, or been played by, another player of either team.

(c) All the other players of both teams shall be in the field of play and have their feet and sticks behind the seven yards line. If, however, in the opinion of the Umpire, any player of either team remain within the seven-yards line, or outside the side-line, in order to gain time, he should not cause the roll-in to be delayed. Players may cross the seven yards line as soon as the ball leaves the hand of the roller-in.

PENALTY

For any breach of this Rule :

(i) *By the roller-in.* The roll-in shall be awarded to the opposing team.

(ii) *By any other player.* The roll-in shall be taken again (except as specially provided for in paragraph (c) of this Rule) ; but for persistent breaches a free hit may be awarded to the opposing team.

Umpire sould watch for off-side when a roll-in takes place but a player is never off-side if it is rolled backward to him even though there are not three opponents between the receiver and the goal but the roller-in can be off-side when the ball is passed back to him by the player to whom he rolled it—a common tactics near the corner flag.

Obstruction at a roll-in is very common—and is often allowed to pass unpenalized. When a wing half places himself on the side of the opposing wing forward and nearer to his own goal-line, is one occasion on which you should carefully watch to see that the forward does not obstruct.

An umpire should not be unduly strict on technical breaches of this Rule, either by the Roller-in or by any other player, so long as, in his opinion, no advantage is gained thereby.

Note that the ball must enter the field of play at and over the point where it went out. Any tendency on the part of the roller-in to take a step forward should be penalised.

RULE XV. BEHIND

(a) If the ball be sent over the goal-line by a player of the attacking team, or, in the opposing of the Umpire, be sent *unintentionally* over the goal-line by a player of the defending team from a distance of twenty-five yards or more from the goal-line, the game shall be restarted by a bully at the nearer twenty-five yards line, on a spot exactly opposite to where it crossed the goal-line.

(b) If, in the opinion of the Umpire, the ball be sent *unintentionally* over the goal-line by a player of the defending team from a distance of less than twenty-five yards from the goal-line, a corner shall be awarded to the opposing team, unless a goal be scored.

(c) If, however, in the opinion of the Umpire, the ball be

sent *intentionally* over the goal-line by a player of the defending team from any part of the ground, a penalty corner shall be awarded to the opposing team, unless a goal be scored.

25 Yards Bully is awarded, for the following:—

(i) If the attacker sends the ball (intentionally or unintentionally) over the opponent's goal-line unless a goal is scored.

(ii) If the defender sends the ball unintentionally over the goal-line from a distance of 25 yards or more from the goal-line.

Corner is awarded unless a goal is scored.

(a) If a defender sends the ball over his goal-line unintentionally from a distance of less than 25 yards from the goal-line. This includes the striking circles also.

Penalty Corner is awarded unless a goal is scored.

(a) If the defender violates Rule x inside the striking circle.

(b) If the defender sends the ball intentionally over his own goal-line from any part of the field.

If a defender kicks the ball through his own goal accidentally or deliberately provided that it has previously been touched by the stick of an attacker inside the circle, a goal should be awarded and not a penalty corner, (advantage rule).

Note that in deciding whether an ordinary or penalty corner should be awarded, the only point at issue is whether the "behind" was intentional or not. The fact that in sending the ball behind, a defender saves a goal, must not influence an Umpire in his decision.

RULE XVI. CORNER

(a) A player of the attacking team shall have a free hit from a spot on the defender's goal-line, or on the side-line, within three yards of the corner flag post nearer to the point where the ball crossed the goal-line.

(b) At the moment when the hit is taken, the defending team shall be outside the field of play and shall have both feet and sticks behind their own goal-line. The attacking team, except the player taking the hit, shall be in the field of play and have both feet and sticks outside the circle.

(c) If, before the ball be hit, a player of the defending team crosses the goal-line, or a player of the attacking team enters the circle, the Umpire may order the hit to be taken again.

(d) No shot at goal be made from a corner hit unless the ball first be stopped (not necessary motionless) on the ground by a player of the attacking team, or touch the stick or person of a player of the defending team.

PENALTIES

For persistent intentional breaches of para (c) of this Rule by the defending team. A penalty corner may be awarded.

For any breach of para (d) of this Rule : A free hit shall be awarded to the opposing team.

If the ball goes straight to an attacker he must make a definite attempt to stop it before shooting. The ball, if deflected from one

attacker to another, it must be stopped before a shot at goal is attempted. Flying hit is not permissible and it must be penalized but not so if the ball has been played or have glanced off the stick of a defender. Watch for obstruction during corner hit.

Para (d) is most important. It states how the ball shall be stopped before being hit into goal. Any player taking a flying hit at the ball, whether he hits it or not, must be penalized by a free hit against him. An Umpire must also penalize any hit for goal if he thinks that the hit from the corner was not properly stopped. Also an attacker may not trap the ball on his stick in the air from such a hit, hit it forward a couple of feet from where he hits it goalwards. For the rule says that the ball shall be stopped (not necessary motionless) on the ground—The last three words are most important and are often forgotten by many Umpires. Should, however, the defenders break over the line slightly too soon, but the attackers have sufficient time to get in a good clean shot at goals unobstructed—you should play the advantage rule and not cause the corner to be re-taken. A lot is left to the discretion of the Umpire when he considers a ball to be sufficiently stopped. But for the sake of getting uniformity of ruling in this manner, we lay it down that a ball—after the attempt to stop it—which would only roll 6 inches should be considered to have been sufficiently stopped. If the hand is used the ball must be stopped dead. And should, from a corner hit, one forward not stop the ball, but pass it on, or deflect it to another forward, you as Umpire, must see that this forward in his turn sufficiently stops the ball before shooting for goal. The striker of a corner hit should not be allowed to make pretence of hitting the ball and then hit it before the defenders get back behind the goal-line. This could be dealt with under Rule 10 (k)—Misconduct. And lastly, watch for off-side, especially by the striker taking the corner hit.

RULE XVII. PENALTY CORNER

Rule XVI shall also apply to a penalty corner, except that the free hit may be taken from any spot on the defender's goal-line on either side of the goal, but not within ten yards of a goal-post.

Penalties

As for Rule XVI *except that for persistent intentional breaches of para (c) of that rule by the defending team.* A penalty bully may be awarded, which shall be taken by a member of the defending team indicated by the Umpire.

For any deliberate offence by a defender within his own twenty-five yards area, a penalty corner may be awarded.

If members of a defending team persistently cross the goal-line before the ball is hit at an ordinary corner, a penalty corner may be awarded and in similar circumstances at a penalty corner the Umpire may award a penalty bully.

RULES XVIII. PENALTY BULLY

(a) A penalty bully shall be awarded to the opposing team if, in the opinion of the Umpire—

(i) There has been an *intentional* breach of Rule X inside the circle, by a player of the defending team, to prevent a goal being scored ; or

(ii) A goal would probably have been scored had an *unintentional* breach of Rule X inside the circle not occurred.

Note 1.—A Penalty Bully ought therefore to be given for a STICK made intentionally with a view to prevent a goal being scored. It should be noted at the same time that in a case like this STICKS should have been made deliberately to prevent a goal being scored.

Note 2.—The two Rules or either are of equally great importance. The general opinion is that a Penalty Bully is not to be allowed except in case of an intentional breach to prevent a goal being scored. The Rule is very much more severe, since it is said that Penalty Bully ought to be allowed.

(*a*) For a breach clearly intentional.

(*b*) And also when it appears that without such a breach (even when unintentional) a goal would have been probably scored.

A player who falls on or behind the ball in the circle is almost certain to be impeding an attacker, in which case a penalty bully should be awarded.

If a goal-keeper is participating in a penalty bully he may, if he so desires, remove his pads, and extra time, shall be allowed, if necessary, for their removal and resumption of game. [See Rule 1, Note in (b)].

(b) The offending player, or, if he has been incapacitated or suspended, any other player of the defending team and any player of the attacking team, shall bully in accordance with Rule IX (a) on a spot five yards in front of the centre of the goal-line, and play shall then proceed between them until the penalty bully is completed in accordance with para (d) of this Rule.

(c) Until the penalty bully has been completed, all the other players of both teams shall remain outside the nearer twenty-five yards line.

(d) If, during a penalty bully, the ball passes wholly :

(i) Over the goal-line between the goal-posts and under the cross-bar, off the stick of the attacker, or stick or person of the defender, a goal is scored ; or,

(ii) Over any part of the goal-line which is within the circle, other than that between the goal-posts, off the stick or person of the defender, the bully shall be played again ; or,

(iii) Outside the circle in all other cases, the game shall be restarted by a bully at the centre of the nearer twenty-five yards line.

(e) All time taken between the award of any penalty bully and reusmption of play shall be added to the agreed time of play [see Rule I (b)].

PENALTIES

1. *For any breach of any Rule (except Rule IX), and for an intentional breach of Rule IX, after a warning by the Umpire :*

(i) *By the attacker.* The game shall be restarted by a bully at the centre of the nearer twenty-five yards line.

(ii) *By the defender.* A goal shall be awarded to the opposing team.

2. *For a simultaneouus breach of Rules IX or X by both players.* The penalty bully shall be played again.

Penalty Bully and How it is Played :—

(a) The Bully is played on the Penalty Bully spot between the offender (unless he is suspended or incapacitated) and any other player of the attacking side: The rest of the players of both teams including the goal-keeper shall remain beyond the near 25 yards line till the bully is completed.

Penalty Bully is completed (unless a goal is scored) and the game is restarted by a bully at the *centre of the nearer 25 yards line,* when

(a) the defender or the attacker plays the ball outside the striking circle over the curved portion, or played by the attacker over the goal-line other than that between the goal-posts.

(b) the attacker violates any rule ; this include intentional breach of bully play after a warning by the Umpire.

Penalty Bully is completed and the game is started by a *centre bully* when a goal is awarded for the following:—

(a) The attacker or the defender plays the ball wholly over the goal-line between the goal-posts and under the cross-bar.

(b) When the defender violates any rule ; this includes intentional breach of bully play after a warning by the Umpire.

Penalty *Bully* is played over again unless a goal is scored if,

(a) The defender plays ball over the goal-line which is within the circle other than that between the goal-posts.

(b) There is a simultaneous breach of rule 9 or 10 by both the players.

If, during a penalty bully, any other player crosses the twenty-five yards line, the umpire may direct the penalty bully to be taken again, if he considers that such an action has affected the penalty bully. All decisions must, however, remain with the umpire controlling the penalty bully.

RULE XIX. UMPIRES

(a) There shall be two Umpires. Each Umpire shall take one half of the ground for the whole game. In addition, each shall take the whole of one side-line, but shall give corner decisions for his own half of the ground only.

(b) An Umpire shall give his decisions without waiting for an appeal.

(c) An Umpire shall only blow his whistle to:

(i) Start and end each half of the game.

(ii) Enforce a penalty, or to suspend the game for any other reason.

(iii) Indicate, when necessary, that the ball has passed wholly over the goal-line, or side-line.

(iv) Signal a goal.

(d) *An Umpire shall refrain from enforcing a penalty in cases where he is satisfied that, by enforcing it, he would be giving an advantage to the offending team.*

(e) By mutual agreement, the time may be kept by one Umpire throughout, or by each Umpire for one half of the game. The full or agreed time shall be allowed, after deducting all wastage for enforced stoppages, accidents, etc.

(f) If there be only one Umpire, there should be two linesmen to give side-line decisions.

(g) The Umpires and linesmen are debarred from coaching during a game.

(h) The Umpires shall keep a written record of the goals as scored.

This Rule and in particular sub-paragraph (d), should be studied carefully.

(c) It is indicated by this and the "advantage" Rule (d) that an umpire should blow his whistle as little as possible. When he does so, it should be loud enough to bring the game to an immediate standstill.

(d) To operate this Rule successfully, umpires must bear in mind that a free hit is often of little value against a good team, as it usually gives time for everyone to be completely marked. It is necessary, therefore, to delay the whistle long enough to be sure that a free hit is likely to be of greater advantage than letting the game proceed. For instance, a forward approaching the circle, though greatly hampered by an attempted tackle from the wrong side, may get in a shot or a valuable pass. This also applies to a wing forward who has got well away and has got the defence out of position.

When the breach is committed inside the circle the penalty is more valuable, but this is partly balanced by the possibility of a goal immediately resulting if the whistle is delayed. Umpires should particularly avoid being excited into blowing instantly, merely by reason of the magnitude or obviousness of a breach.

If an umpire is in doubt concerning a decision, he may make such enquiry as may be necessary to make the decision, or correct one already made. If it is necessary to reverse a decision, this must be done at once. Appealing by players should not be permitted.

It is recommended that the method of signalling a free hit should be standardized. The direction should be indicated by an umpire facing the field of play and raising an arm horizontally in the direction of the offender's goal.

The practice of two umpires to agree, that, when one umpire appears to be unsighted, the other shall give decisions in his half of the field, is

approved. An umpire, when giving a decision in other's half, should be quite certain that his colleague is not operating the "advantage" Rule.

RULE XX. ACCIDENTS

(a) If a player, or an Umpire, be incapacitated, the Umpire, or second Umpire, shall suspend the game temporarily. In either case, if a goal be scored before the game has been suspended, it shall be allowed if, in the opinion of the Umpire, it would have been scored had the accident not occurred.

(b) When the game is resumed, it shall be restarted by a bully on a spot to be selected by the Umpire [subject to Rule IX (d) .]

SUGGESTIONS TO UMPIRES

Efficient umpiring will do much to raise the whole standard of the game by training players to observe the Rules. Efficiency does not, however, depend on penalising every breach.

Subject to two paramount considerations, namely :

(1) an Umpire must obtain and retain complete control of the game,

(2) he must never allow an advantage to be gained by a breach of the Rules,

the whistle should be used as sparingly as possible.

To attain this object, it is necessary to make the fullest possible use of the "advantage" Rule 19 (d). In certain circumstances, the decision must be delayed long enough to give this Rule time to operate. But a decision, when made, should be given decisively and loudly. Once the "advantage" Rule has been put into operation, the original breach must be considered as not having occurred.

As soon as the players realise that they have an umpire who means to enforce the Rules, it will generally be found that rough play will cease. Once let a game get out of hand and it will be difficult to pull it together afterwards.

It is most important for an umpire to be in the correct position to see any breaches of the Rules and in particular to determine accurately whether a player is onside or offside. When an attack is developing, the best position is probably close to the side line and level with the third defender. When the ball is inside the circle, offences such as obstruction are difficult to detect from a side-line position. An Umpire should therefore, come in towards the circle and near the goal-line in order to be in the best position.

An Umpire must, therefore, be constantly on the move and train himself not only to be in the correct position according to the state of the game, but to judge instantly the relative positions

of the various players at any moment. As an attacker can be offside when exactly in line with the striker, or the third defender, and as an Umpire may become unsighted, it is obviously impossible for one who remains stationary to give correct decisions.

It is a mistaken idea that it is the duty of an Umpire to penalise every breach of the Rules, as this may cause undue delay and irritation. For eximple, the "sticks" Rule was framed mainly to prevent danger to players. It is unnecessary, therefore, for an Umpire to penalise on every occasion the raising of the stick above the shoulder, except when an advantage is gained, and he should use his discretion when there is no danger to any other player. On the other hand, it is essential to check the persistent offender, because he is a potential cause of danger. In such cases a word of caution to the offender should be as effective as a penalty.

When no unfair advantage results to the offender, it is unnecessary for an Umpire to penalise such minor breaches of the Rules, as :

slight handball, accidental rebound or knock-on.

The awardable penalties, being limited to a free hit, roll-in, penalty corner or penalty bully, have greater significance if Umpires restrict their use as much as possible to the more serious breaches of the Rules, such as obstruction, offside, etc. An efficient Umpire is not, however, one who is over lenient, and rough or dangerous play, obstruction or unfair play contrary to the spirit of the Rules must, in the interests of the players and the game itself, be severely dealt with.

It is considered that Umpires in general do not make sufficient use of the penalty bully Rule, and their attention is, therefore drawn to the Notes on the Rules.

In general, players should be given the impression that if they try to co-operate, an Umpire will interrupt the flow of the game only when essential for its fair and proper conduct.

Basketball

RULES AS ADOPTED BY INTERNATIONAL AMATEUR BASKETBALL FEDERATION (F. I. B. A.)

In effect for all international basketball games.

THE GAME

Basketball is played by two teams of five players each. The purpose of each team is to throw the ball into its own basket and to prevent the other team from securing the ball or scoring. The ball may be passed, thrown, batted, rolled or dribbled in any direction, subject to restrictions laid down in the following rules.

RULE 1—EQUIPMENT

1.—Court Dimensions

SECTION 1.—The Playing Court shall be a rectangular surface free from obstructions and shall have average dimensions of 26 metres in length by 14 metres in width (85′0″ × 45′0″).

Note.—The following variations in the dimensions are admitted : Plus or minus 2 metres (6′8″) on the length and plus or minus 1 metre (3′4″) on the width, these variations being proportional to each other. Grass covered courts are not admitted.

2.—Boundary Lines

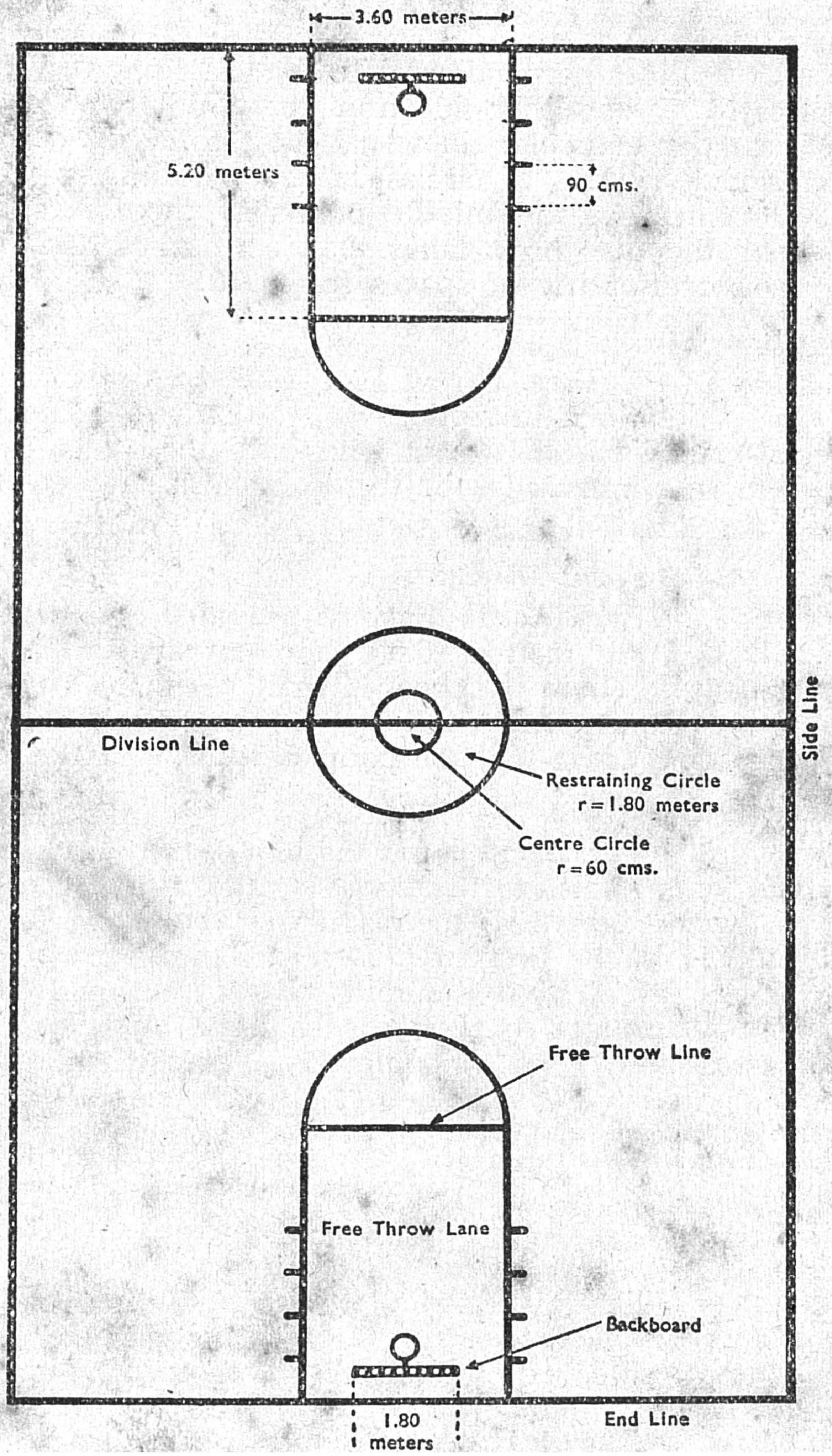
SECTION 2.—The Playing Court shall be marked by well defined lines, which shall be 5 cms. (0′2″) in width and which shall be at every point at least 1 metre (3′4″) from any obstruction. The lines on the long sides of the court shall be termed the Side Lines, those on the short sides, the End Lines. The distance between these lines and the spectators should be at least 2 metres (6′8″).

3.—Centre Circles

SECTION 3.—The Centre Circle shall have a radius of 60 cms. (2′0″) and it shall be marked in the centre of the court. A diameter parallel to the end lines shall be drawn in this circle. The line shall be 5 cms. (0′2″) wide. A second circle concentric with the centre circle shall be drawn with a radius of 1.80 metres (6′0″) and marked with a line 5 cms. wide. The radius shall be measured to the outer edge of the line used in marking it.

4.—Division Line

SECTION 4.—A Division Line dividing the court into two parts shall be formed by extending the centre circle diameter in both directions until it intersects the sidelines.


3.60 meters
5.20 meters
90 cms.
Division Line
Side Line
Restraining Circle
r = 1.80 meters
Centre Circle
r = 60 cms.
Free Throw Line
Free Throw Lane
Backboard
1.80
meters
End Line

5.—Free Throw Lanes

SECTION 5.—The Free Throw Lanes shall be spaces marked in the court by lines perpendicular to the end lines at a distance of 1.80 metres (6′0″) on either side from the middle points of the end lines. These perpendicular lines shall be terminated and the lanes further marked by arcs of circles having a radius of 1.80 metres (6′0″) and centres at the middle points of the free throw lines. Spaces along the free throw lanes shall be marked as indicated on court diagram. For use of spaces see § 72.

6.—Free Throw Lines

SECTION 6.—A Free Throw Line shall be drawn across each of the circles described in section 5. It shall be 5 cms. (0′2″) in width, and extend parallel to, and have its outer edge 5.20 metres (17′0″) from, the inner edge of the end line.

Note —All of these lines must be drawn so as to be perfectly visible.

7.—Backboards—Size and Material

SECTION 7.—Backboards must be provided, the dimensions of which shall be 1.80 metres (6′0″) horizontally and 1.20 metres (4′0″) vertically. These backboards shall be made of hard wood, 3 cms. (0′1¼″) thick, and shall present a smooth surface. The faces of the backboards shall be painted white.

8.—Position of Backboards

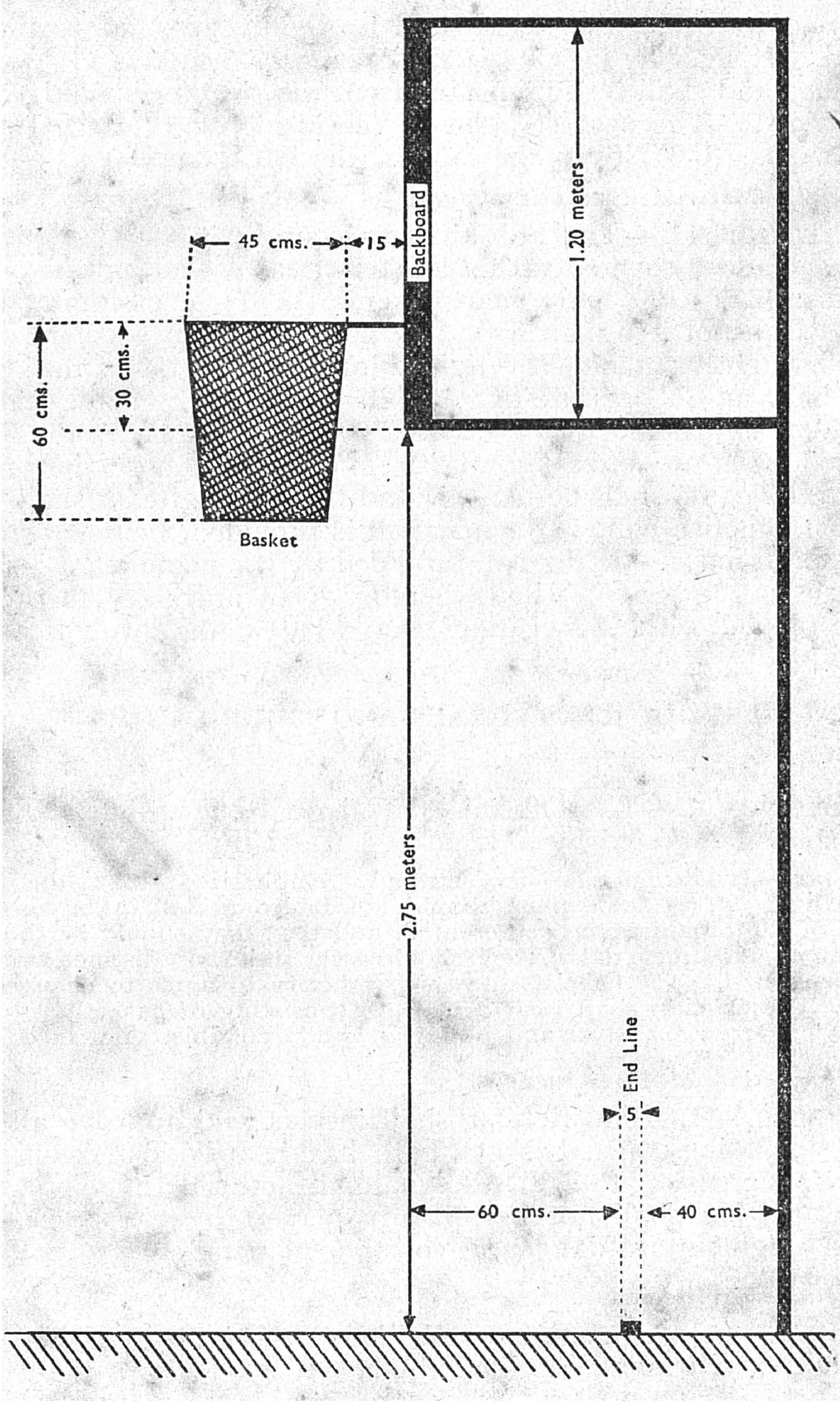
SECTION 8.—The Backboards shall be located in a position at each end at right angles to the floor, parallel to the end lines, and with their lower edges 2.75 metres (9′0″) above the floor. Their centres shall lie in the perpendiculars erected at the points in the court 60 cms. (2′0″) from the midpoints of the end lines. The uprights supporting the backboards shall be at a distance of at least 40 cms. (1′4″) from the outer edge of the end lines in the out-of-bounds area, and shall be of a a dark colour.

Note.—Backboards may be placed so as to lie in the perpendiculars erected at the points in the court 1.20 metres (4″0′) from the midpoints of the end lines, provided the distance between backboards and free throw lines remains unchanged.

9.—Baskets

SECTION 9.—The Baskets shall be nets of white cord, suspended from black iron rings 45 cms. (1′6″) in inside diameter. The nets shall be constructed so as to check the ball momentarily as it passes through the basket, and be 60 cms. (2′0″) in length.

Note—It is recommended that the cord used in the baskets be not less than 30-thread nor more than 60-thread seine twine, and the metal in the rings be 20 mms. (0′6″) in diameter.


45 cms.
15
Backboard
1.20 meters
60 cms.
30 cms.
Basket
2.75 meters
End Line
5
60 cms.
40 cms.

10.—Position of Rings

SECTION 10.—The Ring shall be rigidly attached to the backboard. It shall lie in a horizontal plane 3.05 metres (10′0″) above the floor and shall be equidistant from the two vertical edges of the backboard. The nearest point of the inside edge of the ring shall be 15 cms. (0′6″) from the face of the backboard.

11.—Ball—Material, Size and Weight

SECTION 11.—The Ball shall be round ; it shall be made of a rubber bladder covered with a leather case ; it shall not be less than 75 cms. (2′6″) nor more than 80 cms. (2′8″) in circumference ; it shall weigh not less than 600 gms. nor more than 650 gms., and it shall be tightly inflated (by tightly inflated it is meant that the ball shall have an air pressure of 5.85 kilograms). The home team shall provide a new ball or two good used balls satisfactory to the Referee. If used balls are provided, the Referee shall choose the one with which the game shall be played, and the visiting team shall have it as their practice ball. If a new ball is provided, neither team shall use it in practice. If the ball provided by the home team is unsatisfactory to the Referee, he is hereby given authority to order the game played with the visiting team's ball if the latter is in better condition.

RULE II—OFFICIALS AND THEIR DUTIES

12.—Officials

SECTION 1.—The Officials shall be a Referee and an Umpire, who shall be assisted by a Timekeeper and by a Scorer.

Note.—It cannot be too strongly emphasized that the Referee and Umpire of a given game should not be connected in any way with either of the organizations represented, and that they should be thoroughly competent and impartial. They should wear uniforms distinct from those of either team. The Officials have no authority to agree to changes in the rules. The Officials shall wear a uniform consisting of basketball or tennis shoes, long trousers, shirt and pull-over, when possible, grey in colour.

13.—Inspection of Equipment

SECTION 2.—The Referee shall inspect and approve all equipment, including court, baskets, ball, backboards, Timekeeper's and Scorer's signals. He shall designate the official timepiece and its operator. He shall not permit any player to wear braces which in his judgment are dangerous to other players.

14.—Duties of Referee

SECTION 3.—The Referee shall toss the ball at centre to start the game. He shall decide whether a goal shall count if the

Officials disagree. He shall have power to forfeit a game when conditions warrant. He shall decide matters upon which the Timekeeper and the Scorer disagree. At the end of each half he shall carefully examine the scorebook and approve the score. His approval at the end of the second half terminates the connection of the Officials with the game.

15.—Elastic Power

SECTION 4.—The Referee shall have power to make decisions on any points not specifically covered in the rules.

16.—Duties of Officials

SECTION 5.—The Officials shall conduct the game in accordance with the rules. This includes: putting the ball in play, determining when the ball becomes dead and killing it with the whistle when necessary or blowing the whistle to stop action after the ball has become dead, administering penalties, ordering time out, beckoning substitutes to come on the court, handing (not tossing) ball to a player when such player is to make a throw-in from outside his front court area, or at the end of the division line, and silently counting seconds to administer § 66-a, 69, 78 and 84.

17.—Officials Call Foul for Unsportsmanlike Conduct

SECTION 6.—The Officials shall penalize for unsportsmanlike conduct by any player, coach, substitute or team follower. If there is flagrant conduct, the Officials shall penalize by removing any offending player from the game and banishing any offending attendant or follower. A player who commits his fourth personal foul shall be removed from the game.

18.—Officials Call Time in Case of Injury

SECTION 7.—The Officials may order time-out in case of injury to players or for other reasons, although not for trifles. If the ball is in play when an injury occurs, the Officials shall withhold their whistle until the play has been completed. By completed is meant that the team in possession of the ball has thrown for goal, lost possession of the ball, has withheld the ball from play, or that the ball has become a held ball or an out-of-bounds ball. If the injured player cannot resume his place 2 minutes after the interruption he shall be substituted, and his substitute alone can effect the free throw or throws that may have been awarded to him.

19.—Not to Question Each Other's Decisions

SECTION 8.—Neither Official shall have authority to set aside or question decisions made by the other within the limits of his respective duties as outlined in these rules.

If the Officials make approximately simultaneous decisions on the same play and the infractions involve different penalties, the more severe penalty shall be imposed. This does not prevent a double foul as defined in § 37-c.

20.—Time and Place for Decisions

SECTION 9.—The Officials shall have power to make decisions for infractions of rules committed either within or outside the boundary lines ; also at any moment from the beginning of play to the call of time at the end of the game. This includes the periods when the game may be momentarily stopped for any reason. Fouls may be called on any number of players at the same time.

Note—When the ball is tossed up between two players the Officials shall see that the other players are in such positions that they do not interfere with the jumpers.

21.—Designation of Fouls

SECTION 10.—When an Official calls a foul he shall designate the offender. If it is a personal foul the Official shall signal with his fingers the number of free throws ; he shall also designate the player who is to attempt the free throw or throws.

22.—Duties of Scorers

SECTOIN 11.—The Scorer shall record the field goals made, the free throws made and missed, and shall keep a running summary of the points scored. He shall record the personal and technical fouls called on each player and shall notify the Referee immediately when the fourth personal foul is called on any player. He shall record the time-outs charged to each team, shall notify a team and its Coach through an Official whenever that team takes a fourth charged time-out, and shall notify the nearer Official each time a team is granted a charged time-out in excess of the legal number.

The Official score sheet or book will be the one approved by the International Amateur Basketball Federation.

The Scorer shall keep a record of the names and numbers of players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules pertaining to submission of line-up, substitutions or numbers of players, he shall notify the nearer Official immediately if the ball is dead, or as soon as it becomes dead if it is in play when the infraction is discovered.

Note—The sounding of the Scorer's signal does not stop the game. He should be careful to sound his signal when the ball is dead. The Scorer shall differentiate between personal and technical fouls by designating personal fouls P1, P2, P3, P4, and technical fouls T1, T2, T3, T4, and using capital letters when the foul involves more than one throw, and using small letters when the foul involves only one free throw.

23.—Duties of Timekeepers

SECTION 12.—The Timekeeper shall note when each half is to start and shall notify the Referee more than three minutes before this time so that he may notify the teams, or cause them to be notified, at least three minutes before the half is to start. He shall signal the Scorer two minutes before starting time. He shall record playing time and time of stoppages as provided in the rules.

The Timekeeper shall be provided with at least one stop-watch which shall be the game watch.

The Game watch shall be started when the ball reaches its highest point on a toss and the Referee blows his whistle: at the beginning of a half or extra period, or at any other time when play is resumed by a jump ball after time is out (see § 58-a). If, after time has been out, the ball is put in play by a throw-in from out of bounds or by a free throw, the game watch shall be started when the Official gives the time-in signal as the ball is touched by a player in the court, or when it is apparent that the ball will not go in the basket but will remain in play (see § 58-b).

The game watch shall be stopped : at the expiration of time for each period ; and when an Official signals a foul or a time-out, including one for a substitution. For a charged time-out or for a time-out for a substitution, the Timekeeper shall start a time-out watch and shall direct the Scorer to signal the Referee when it is time to resume play.

The Timekeeper shall indicate with a gong, pistol or bell the expiration of playing time in each half, or extra period. This signal terminates actual playing time in each period. If the Timekeeper's signal fails to sound, or is not heard, the Timekeeper shall go on the court or use other means to notify the Referee immediately. If, in the meantime, a goal has been made or a foul has occurred, the Referee shall consult the Timekeeper and Scorer. If they agree that the time was up before the ball was in the air on its way to the basket, or before the foul was committed, the Referee shall rule that the goal does not count, or in case of a foul, that it shall be disregarded unless it is unsportsmanlike ; but if they disagree, the goal shall count or the foul be penalized unless the Referee has knowledge that would alter this ruling.

Note.—The Timekeeper shall use a stop-watch placed on the table so that both he and the Scorer may see it.

24.—Whistle Blown, When

SECTION 13.—The Officials shall blow a whistle whenever necessary to make a decision.

Note.—It is essential that the Scorer's signal be different from that of the Timekeeper or of the Officials.

RULE III—PLAYERS AND SUBSTITUTES

25.—Teams

SECTION 1.—Each team shall consist of five players, one of whom shall be captain. The game cannot begin if one of the teams is not on the court with five men ready to play. If 15 minutes after the starting time the faulty team is not present, the other team wins the game by forfeit.

26.—Captain—Duties and Powers

SECTION 2.—The Captain shall be the representative of his team and shall direct and control its play, before the game is scheduled to begin, furnish the Scorer with names and numbers of players who are to play in the game, and with name of Coach or Manager of team. If a player changes his number during the game he shall report the change to the Scorer and Referee. The Captain may address an Official on matters of interpretation or to obtain essential information when necessary, if it is done in a courteous manner. No other player may address an Official except as provided in Section 3 of this Rule.

Note.—Substitutes arriving late but already inscribed on the score sheet may take part in the game.

27.—Substitutions

SECTION 3. Each team shall be allowed seven substitutes. A substitute before going upon the court shall report to the Scorer giving his name and number. The Scorer shall sound his signal immediately if the ball is dead or as soon as it becomes dead. The substitute shall remain outside the boundary lines until an Official beckons him to enter, whereupon he shall report immediately to one of the Officials, telling the Official his name or number and the name or number of the player he replaces. When a substitute enters at the beginning of the second half, he is not required to report to an Official but he must report to the Scorer. Substitutions shall not take more than 30 seconds. If more time is taken, it shall count as a time out, and shall be charged against the offending team.

Note.—In the absence of a Coach, the Officials shall obtain the approval of the Captain for each substitution.

28.—Player Leaving Court

SECTION 4.—A player may not leave the playing court without permission of an Official until time is called at the end of the half (see § 90), except as authorized by the rules.

29.—Players to be Numbered

SECTION 5.—Each player shall be numbered on the front and back of his shirt with plain numbers of solid colour contrasting with the colour of his shirt, and made of material not less than 2 cms. ($\frac{3}{4}$″) wide. The number on the back shall be at least 20 cms. (8″) high and that on the front at least 10 cms. (4″) high. Teams shall use any number from 3 to 99 in numbering their players. Players on the same team shall not wear duplicate numbers.

30.—Categories of Teams

SECTION 6.—There shall be two categories of teams, one of limited and another of unlimited height. In the limited height class only players of 1.90 metres (6′4″) of height or less may form the team.

RULE IV—DEFINITIONS

31.—Blocking ✓

SECTION 1.—Blocking is personal contact which impedes the progress of an opponent who has not the ball. (See comments on blocking, following the rules).

32.—Dead Ball ✓

SECTION 2.—The Ball becomes Dead when:

(a) Any goal is made (see § 49),
(b) It is apparent that the ball will not go in the basket: on a free throw for a technical foul, or for a double foul or other fouls listed in paragraph 37, or a free throw which is to be followed by another throw,
(c) Held ball occurs or ball lodges on the basket support,
(d) Official whistle is blown while the ball is in play,
(e) Time expires for a half or extra period,
(f) A foul occurs while the ball is in play,
(g) Any floor violation (§ 79 to 84) occurs, or there is basket interference (§85, 86 and 87), or there is free throw violation by the thrower's team (§ 78).

Exceptions : Ball does not become dead at the time of the listed act (and goal counts) if :

(1) ball is in flight on a free throw or try for a field goal when (d), (e) or (f) occurs, or
(2) an opponent fouls while the ball is still in possession of a player who is trying for goal and who finishes his try with a continuous motion which started before the foul occurred (as in § 94—Note), or

(3) penalty for a jump violation is ignored as in § 83, or
(4) there is a late discovery of certain infractions as in § 93—Note.

33.—Ball becomes Alive

SECTION 3.—The ball becomes alive (goes into play) when:
(a) it reaches the highest point on a toss for a jump and the Official blows his whistle, or
(b) when the Official blows his whistle to indicate that the free throw may be attempted (see § 75), or
(c) when on a throw-in from out of bounds, it touches a player in the court.

34.—Disqualified Player

SECTION 4.—A Disqualified Player is one who is barred from further participation in the game because of committing his fourth personal foul, or certain flagrant fouls, or for infraction of § 91-e or 92-b.

35.—Dribbling

SECTION 5.—A Dribble is made when a player, having gained control of the ball, gives impetus to it by throwing, batting, bouncing or rolling it, and touches it again before it touches another player. In a dribble the ball must come in contact with the floor, except that one "air dribble" may be made, that is, a player may begin a dribble by tossing the ball into the air, and may touch it again before it strikes the floor. After giving impetus to the ball as described in the foregoing, the player completes his dribble the instant he touches the ball simultaneously with both hands, or permits the ball to come to rest in one or both hands. There is no limit to the number of steps a player may take when the ball is not in contact with his hand, he may take as many steps as he wishes between bounces of a dribble.

Note.—The following are not dribbles: Successive tries for goal, fumbles, attempts to gain control of the ball by tapping it from the vicinity of other players striving for it, or by batting it from the control of another player, or by blocking a pass and recovering the ball.

36.—Extra Period

SECTION 6.—Extra Period is the extension of playing time necessary to break a tie score.

37.—Fouls—Technical and Personal

SECTION 7.—(a) A Foul is an infraction of the rules, the penalty for which is one or more free throws.

(b) A Personal Foul (§ 94) is a player foul which involves contact with an opponent while the ball is in play.

(c) A Double Foul is a situation in which two opponents commit personal fouls against each other at approximately the same time.

(d) A Multiple Foul is a situation in which two or more teammates commit personal fouls against the same opponent at approximately the same time.

(e) A Technical Foul (§ 88 to 93) is a foul which occurs while play is suspended, or a foul by a non-player, or a player foul which does not involve contact with an opponent.

38.—Free Throws

SECTION 8.—A Free Throw is the privilege given a player to score one point by an unhindered throw for goal from a position directly behind the free throw line.

39.—Front Court—Back Court

SECTION 9.—A Team's Front Court is that part of the court between the end line behind a team's own basket and the nearer edge of the division line. The other part of the court, including the division line, is the team's back court.

40.—Held Ball

SECTION 10.—Held Ball is declared when two players of opposing teams have one or both hands firmly on the ball, or held ball may be called when one closely guarded player is withholding the ball from play in his front court and is making no apparent effort to put the ball into play.

Note.—Officials should not declare a held ball too quickly, thereby interrupting the continuity of the game, and unjustly taking the ball from the player who has gained or is about to gain possession. Under the first clause of Section 10, held ball should not be called until both players have one or both hands so firmly on the ball that neither can gain sole possession without undue roughness. If a player is lying or sitting on the floor while in possession, he should have opportunity to throw the ball, but held should be called if there is danger of injury.

41.—Holding

SECTION 11.—Holding is personal contact with an opponent that interferes with his freedom of movement.

Note.—"Guarding from the rear" which results in personal contact is a personal foul. Officials should give special attention to this type of infraction. The mere fact that the defensive player is attempting to play the ball does not justify him in making contact with the player in possession. A held ball decision is not warranted merely on the grounds that the defensive player gets his hands on the ball. Usually such

a decision is unfair to the player who has firm possession of the ball. If the defensive player causes personal contact in an attempt to get at the ball from an unfavourable position he should be penalized.

42.—Jump Ball

SECTION 12.—A Jump Ball takes place when the Official tosses the ball between two opposing players.

43.—Multiple Throws

SECTION 13.—A Multiple Throw is a succession of free throws attempted by the same team.

44.—Player out of Bounds—Ball out of Bounds

SECTION 14. (a) A Player is Out of Bounds when he touches the floor on or outside of a boundary line.

(b) The Ball is Out of Bounds when it touches: a player who is out of bounds, or any other person, the floor or any object on or outside a boundary, or the supports or back of the backboard.

45.—Own Basket

SECTION 15.—Own Basket is the one into which a team tries to throw the ball by agreement prior to the start of the game.

46.—Pivot

SECTION 16.—A Pivot takes place when a player who is holding the ball steps once or more than once in any direction with the same foot, the other foot, called the pivot foot, being kept at its point of contact with the floor.

47.—Running with the Ball

SECTION 17.—Running with the Ball (travelling) is progressing in any direction in excess of prescribed limits while holding the ball. The limits follow :

Item 1.—A player who receives the ball while standing still may pivot, using either foot as the pivot foot.

Item 2.—A player who receives the ball while he is progressing or upon completion of a dribble may use a two-count rhythm in coming to a stop or in getting rid of the ball. The first count occurs :

(a) as he receives the ball if either foot is touching the floor at the time he receives it,

(b) as the foot touches the floor or as both feet touch the floor simultaneously after he receives the ball if both feet are off the floor when he receives it.

The second count occurs when, after the count of one, either foot touch the floor or both feet touch the floor simultaneously.

When a player comes to a stop on the count of one, he may pivot and may use either foot as the pivot foot.

When a player comes to a stop on the count of two, if one foot is in advance of the other he may pivot but the rear foot only may be used as the pivot foot. However, if neither foot is in advance of the other he may use either foot as the pivot-foot.

Item 3.

(a) A player who receives the ball while standing still, or who comes to a legal stop while holding the ball, may lift the pivot foot or jump when he throws for goal or passes, but the ball must leave his hands before one or both feet again touch the floor.

(b) In starting a dribble after receiving the ball while standing still, or after coming to a legal stop, a player may lift the pivot foot from the floor before the ball leaves his hands.

48.—Violation

SECTION 18.—A Violation is a rule infraction not involving a foul.

RULE V—SCORING AND TIMING REGULATIONS

49.—Goal—When Made

SECTION 1.—A Goal is made when the ball enters the basket from above and remains in or passes through.

50.—Goal from the Field

SECTION 2.—A goal from the field counts 2 points ; a goal from a free throw counts 1 point. A goal from the field counts for the team into whose basket the ball is thrown.

51.—Decision of Game

SECTION 3.—A game shall be decided by the scoring of the greater number of points in the playing time.

52.—Refusal to Play

SECTION 4.—A team shall forfeit the game if it refuses to play after being instructed to do so by the Referee. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead the score shall be recorded as 2-0 in its favour.

53.—Referee Starts Game

SECTION 5.—The game shall be started by the Referee, who shall toss the ball up between two opponents (see § 61, 62 and 63).

The game shall consist of two halves of 20 minutes each, with an intermission of 10 minutes between halves.

54.—Captains to be Notified

SECTION 6.—Captains shall be notified three minutes before the termination of intermission between halves. If either team is not on the floor ready to play within one minute after the Referee calls play, either at the beginning of the second half or after time has been taken out for any reason, the ball shall be put into play in the same manner as if both teams were on the floor ready to play, and the absent team shall lose the game.

55.—Tie Score—Extra Period

SECTION 7.—If the score is a tie at the expiration of the half, play shall be continued without change of baskets for an extra period of 5 minutes or as many such periods of 5 minutes as may be necessary to break the tie. An intermission of 2 minutes shall be allowed before each extra period. Each extra period shall be considered a continuation of the second half, but at the beginning of each extra period the ball shall be put in play at the centre.

56.—Time-Out

SECTION 8.—Time-out occurs and the game watch shall be stopped when an Official signals:

(a) A foul ;

(b) Suspension of play in response to a Scorer's signal for a substitution or for other reason ;

(c) Unusual delay in getting a dead ball into play ;

(d) Granting of a team's request for a time-out, such request being granted only when the ball is dead or in control of this team, and request being made by Captain or coach of requesting team ;

(e) Suspension of play for an injury, or for removal of a disqualified player.

57.—Charged Time-out

SECTION 9.—A time-out shall be charged to a team for each minute or fraction of a minute consumed under (d) or (e) of Section 8. Exceptions : No time-out is charged if an injured or disqualified player is replaced within 2 minutes ; or if in (e) the

injured player is ready to play immediately ; or if in (c) the Official permits a slight delay such as that caused by an untied shoe lace.

58.—Time-in

SECTION 10.—After time has been out, the game watch shall be started when the Official signals time-in. If Official neglects to signal, the Timekeeper is authorized to start the watch unless an Official specifically signals continued time-out.

(a) If play is resumed by a jump, the watch shall be started as the ball reaches its highest point and the Official blows his whistle on the toss.

(b) If a free throw is not successful and ball is to continue in play, the watch shall be started when it is apparent the throw will not be successful.

(c) If play is resumed by a throw-in from out of bounds, the watch shall be started when the ball touches a player in the court.

59.—Excess Time-out

SECTION 11.—Four charged time-outs may be granted to each team during regular playing time. After a team has used its allowed number of time-outs, it may be granted additional time-outs at the expense of a technical foul for each such time-out, and this only in case of emergency.

60.—How Play is Resumed

SECTION 12.—(a) After a time-out or after the ball has become dead for any other reason and if no situation in (b) or (c) of this section is involved, ball is put in play as follows. If a team had control of the ball, any player of that team designated by the Captain shall throw it in from the point out of bounds nearest where ball became dead. If neither team had control, the centres shall jump in the restraining circle nearest where ball became dead.

(b) After a foul, ball is put in play by placing it at the disposal of a free thrower or, if the throw is waived, by a throw-in from midcourt (§ 95).

(c) After a held ball or the ending of a half period (§ 64 and 62) ; or a field goal (§ 67) ; or an out of bounds (§69, 70 and 71) ; or the ending of a free throw (§ 76 and 77) ; or a violation ; ball is put in play as prescribed in the related rule. If a foul is involved, ball is put in play as in (b).

RULE VI—PLAYING REGULATIONS

61.—Beginning of Game

SECTION 1.—The game shall be started by a jump ball in the centre circle in the manner described in the following sections. The visiting team shall have choice of baskets in the first half; for the second half the team shall change baskets.

62.—Centre Jump

SECTION 2.—The ball shall be put in play in the centre circle:

(a) At the beginning of each half, and of each extra period;

(b) After held ball on or inside the restraining circle at centre;

(c) After the last free throw following a double foul; or after the last free throw resulting from any other fouls by both teams.

63.—Position of Centre Players

SECTION 3.—Each centre player shall stand with both feet on or inside that half of the centre circle which is farther from his own basket. An Official shall then toss the ball upward in a plane at right angles to the side lines between the centre players, to a height greater than either of them can jump and so that it will drop between them. The ball must be tapped by one or both of the centre players after it reaches its highest point. If it touches the floor without being tapped by at least one of the jumpers, the Official shall put in play again in the same place. The Official shall blow his whistle when the ball reaches its highest point during the toss.

Neither jumper shall tap the ball before it reaches its highest point, nor leave the jumping circle until the ball has been tapped. Either jumper may tap the ball twice only. After the second tap by a jumper, he shall not touch the ball again until it has touched one of the eight non-jumpers, the floor, the basket, or the back-board. Under this provision, four taps are possible, two by each jumper. When jump ball takes place at centre, or in one of the free throw restraining circles, the eight non-jumpers shall remain outside the restraining circle (cylinder) until the ball has been tapped. Teammates may not occupy adjacent positions around the restraining circle if an opponent desires one of the positions.

When a jump ball is not in a restraining circle, similar provisions apply except that imaginary circles at reasonable distance from the jumpers are used.

64.—When Ball is Tossed up Elsewhere Than at Centre

SECTION 4.—When held ball is called, the Official shall put the ball in play as at centre. The two players who were in contact with the ball shall assume the same relative position as when jumping at centre, the other players being required to remain at a reasonable distance from the jumpers and the Official until the ball has been tapped. The ball shall be tossed at the spot where it was held, except as provided in the following section.

65.—Held Ball in Special Situation

SECTION 5.—When held ball is called :

(a) in the free throw lane, the ball shall be tossed up at the nearer free throw line ;

(b) on or inside the restraining circle at centre, it shall be tossed up at center ;

(c) less than 2 metres (6′8″) from a boundary line, it shall be tossed up at a point 2 metres (6′8″) from the boundary line.

66.—Ball in Front or Back Court

SECTION 6.

(a) When a team gains control of the ball in its back court, that team must advance the ball to its front court within a period of 10 seconds unless the ball, while out of control of the team, touches or is touched by an opponent. In the latter event, a new play results and the 10-second period begins again when control of the ball is regained in the back court. When the ball is thrown from out of bounds to a team's back court, the count starts when that team gains control of the ball.

Penalty—Violation. Opponents' ball out of bounds at point nearest the ball when the 10-second period expires.

Note.—A team has advanced the ball to its front court:

1. When it is held by a player beyond the line, that is, when neither the player nor the ball is touching the floor on or behind the division line ; or

2. When not held by a player, the ball touches anything beyond the line.

(b) The team in control of the ball shall not cause it to go from front court to back court. Exception : After jump ball, any one of the 8 non-jumpers who first touches the tapped ball may cause it to go to back court once.

Ball is in a team's back court when it touches : back court (§ 39) floor or any person (including player in control) who is touching back court floor or who is in the air after leaping from there. Ball is caused to go to back court by the last player who touches it before it goes there.

Note.—During jump ball, a jumper may tap ball to his back court since neither team is in control ; and during a throw-in, the out of bounds player may throw ball to back court.

PENALTY—No penalty if ball, after going to back court, is first touched by an opponent. Otherwise, it is opponent's ball at nearest out of bounds spot.

67.—Ball Put in Play from End Line

SECTION 7.—After a goal from the field, any opponent of the team credited with the score shall put the ball into play from any point out of bounds at the end of the court where the goal was made. He may throw it from any point behind the end line, or he may pass it to a teammate behind the end line. Not more than 5 seconds may be consumed in getting the ball into play, the count starting the instant the ball is at the disposal of the first player out of bounds.

Note.—The official should not handle the ball unless by so doing he can get the ball into play more quickly. Opponents of the player who is to put the ball into play should not touch the ball. Allowance may be made for touching the ball accidentally or instinctively, but if a player delays the game by interfering with the ball, it is a technical foul.

68.—When Game is Terminated

SECTION 8.—The game shall terminate by the sounding of the Timekeeper's signal indicating the end of the game.

When a foul is committed simultaneously with or just previous to the Timekeeper's signal ending a half or an extra period, time shall be allowed for the free throw or throws, which shall be attempted immediately.

RULE VII—OUT OF BOUNDS

69.—How Ball is Put in Play When Out of Bounds

SECTION 1. If the ball is out of bounds because of touching something other than a player, it is caused to go out by the last player to touch it before it goes out. If it is out of bounds because of touching a player (on or outside boundary), such player causes it to go out. An Official shall designate a nearby opponent of player who causes it to go out. The designated player shall stand

out of bounds near the point where the ball left the court. Within 5 seconds from the time the ball is at his disposal, he shall throw, bounce or roll the ball to another player within the court. While ball is being passed into the court, no player shall have any part of his person over the boundary line. When the margin of out of bounds free from obstructions is less than 1 metre (3′4″), no player of either team shall be within 1 metre (3′4″) of the player who is putting the ball in play. On such courts a fine line should be drawn in the court 1 metre (3′4″) from the boundary line.

Note to Officials—Out of bounds decisions should be clearly signalled by the Official. If there is doubt about players understanding the decision, the Official should secure the ball and delay the throw-in until the decision has been made clear.

70.—Out of Bounds in Team's Front Court

SECTION 2.—Whenever the ball is awarded to a team out of bounds from its front court area, the Official must hand the ball to the player who is to put it into play. The purpose of this is to make the decision clear; and not to delay the game until the defensive team gets "set".

71.—Uncertain Out of Bounds

SECTION 3.—If the ball goes out of bounds and was last touched simultaneously by two opponents, or if the Official is in doubt as to who last touched the ball or if the Officials disagree, play shall be resumed by a jump ball between the two involved players and at the spot 2 metres (6′8″) from the boundary and nearest where the ball was out of bounds. If this is in a free throw lane, the jump shall be at the nearer free throw line.

RULE VIII—FREE THROW

72.—Procedure When Foul is Called

SECTION 1. When a personal foul is called an Official shall take the ball to the free throw line and shall put the ball into play by placing it at the disposal of the free thrower. The same procedure shall be followed for each free throw of a multiple throw. During the free throw players are entitled to alternate spaces along the lane toward the free throw circle. On free throws following technical fouls and double fouls, players shall not line up along the free throw lane.

73.—Player to Attempt Free Throw

SECTION 2.—When a personal foul is called, the player upon whom the foul was committed shall be designated by the Official

to attempt the free throw or throws ; if any other player attempts the throw, it shall not count if made, and whether made or missed the ball shall be awarded to an opponent out of bounds at sideline opposite the free throw line. If the designated player must leave the game because of injury or disqualification, his substitute must attempt the free throw or throws. If the player who has been fouled is to leave the game for any other cause, he shall attempt the free throw or throws before leaving.

74.—Free Throw Following Technical Foul

SECTION 3.—When a technical foul is called the free throw may be attempted by any player of the opposing team.

75.—Position of Player Attempting Free Throw

SECTION 4.—The throw for goal shall be made within ten seconds after the ball has been placed at the disposal of the free thrower at the free throw line. This shall apply to each free throw.

The Official shall blow his whistle to indicate that the throw may be attempted. The player who is to attempt the free throw shall take a position immediately behind the free throw line, and shall be free to use any system in throwing the ball, but shall not touch the free throw line or the court beyond the line until the ball touches the basket or the backboard. If the ball misses the basket and the backboard and goes out of bounds it shall be put in play by the opposing team from that point. If the ball misses the basket and backboard and falls within bounds, no player of either team shall play the ball, and the ball is put into play from the end line by the opposing team.

Note.—To avoid disconcerting the free-thrower, neither Official should stand in the free throw lane or behind the backboards.

76.—Out-of-bounds Ball if Free Throw Successful

SECTION 5. After a Free Throw the ball shall be thrown in from out of bounds,

(a) by any opponent of the free thrower as after a field goal, if the throw is for a personal foul and if the throw is successful, or

(b) by any player of the free thrower's team from out of bounds at mid-court if the free throw is for a technical foul, whether or not the throw is successful.

77.—Ball in Play if Goal is Missed

SECTION 6.—If the goal is missed the ball shall continue in play after a free throw following a personal foul, or if more than

one such personal free throw has been awarded, the ball shall continue in play if the last free throw is missed.

After the last free throw following a double foul, the ball shall go to centre whether the last goal is made or missed.

If successive free throws are awarded to one team and none to the other team, at least one free throw being for a personal foul, the ball shall be in play if the last free throw is missed.

RULE IX—VIOLATIONS AND PENALTIES

A Player Shall Not :

78.—Violation of Free Throw Provisions

SECTION 1. Violate the Free Throw Provisions. After the ball has been placed at the disposal of a free thrower :

(a) he shall throw within 10 seconds and in such a way that the ball enters the basket or touches the ring before it is touched by a player,

(b) neither he nor a teammate shall touch the ball or basket while the ball is on or within the basket,

(c) he shall not touch the floor on or across the free throw line and no other player of either team shall touch the free throw lane or touch the ball or disconcert the free thrower. The restriction in (c) applies until the ball touches the ring or backboard or until it is apparent it will not touch either.

Penalty

1. If violation is by the free thrower or his teammate only, no point can be scored. Ball becomes dead when violations occur. Ball is awarded out of bounds on the sideline : to the free thrower's team opposite centre circle after a technical foul and to the free thrower's opponent opposite free throw line after a personal foul.

2. If violation is by free thrower's opponent only : if the throw is successful, the goal counts and violation is disregarded, if it is not successful, a substitute throw shall be attempted by the same thrower under conditions the same as for the original throw. In these cases, ball is not dead until the throw ends.

3. If there is a violation by each team, ball becomes dead when violation by the free thrower's team occurs, no point can be scored, and play shall be resumed by a jump between centres at the nearer free throw line.

Note.—If there is a multiple throw, the out of bounds and jump ball provisions apply only to a violation during the last free throw.

79.—Out of Bounds

SECTION 2.—Cause the ball to go out of bounds.

Note.—If a ball holder who is near a boundary is forced out of bounds by negligible contact, Official may award ball to this player. Official should declare a jump ball when he is in doubt as to which team caused ball to go out of bounds.

80.—Putting Ball in Play

SECTION 3.—Violate provisions governing putting the ball in play from out of bounds. These provisions :

(a) forbid the player who has been awarded the ball to carry it into the court, to touch it in the court before it has touched another player, or to consume more than five seconds in putting the ball in play :

(b) forbid any player to have any part of his person over the boundary line before the ball has been thrown across the line, or to put the ball in play after an Official has designated another player.

81.—Running with the Ball

SECTION 4.—Run with the ball, kick it, or strike it with the fist.

Note.—Kicking the ball is a violation only when it is a positive act ; accidentally striking the ball with the foot or leg is not a violation.

82.—Second Dribble

SECTION 5.—Make a second dribble after having completed a dribble, unless the ball when it was out of his control has touched another player, or his own basket or backboard, or has been batted out of his control by an opponent.

83.—Jump Ball

SECTION 6.—Violate provisions governing jump ball (§ 62 and 63). If, before the ball is tapped, a jumper leaves the jumping position or if a non-jumper enters the restraining circle (cylinder), the Official is authorized to give the violation arm signal but to withhold his whistle to give opportunity for the opposing jumper to tap the ball into his basket or in such a way that his teammate is first to touch the ball. If either of these occurs, the violation is disregarded. If both teams violate the jumping rule, or if the Official makes a bad toss, the toss should be repeated.

84.—Three Second Rule

SECTION 7.—Remain for more than 3 seconds in that part of his free throw area between the end line and the further edge of the free throw line while the ball is in control of his team.

Note.—The ball is in control of a team when it is in play and is held or dribbled by a player of that team, or is being passed from player to player

of that team. The lines bounding the restricted area are a part of it and player touching one of these lines is in the area. The 3 seconds restriction does not apply while the ball is in the air on a try for goal, or while it is rebounding from the backboard, or is dead, because the ball is not in control of either team at such times. Allowance may be made for a player who, having been in the restricted area for less than 3 seconds, dribbles in to throw for goal.

85.—Touching Own Basket

SECTION 8.—Touch his own basket while the ball is on the ring during a try for field goal.

Penalty—(Sections 2 to 8).—Ball becomes dead when violation occurs. Ball is awarded to a nearby opponent at the out of bounds spot nearest the violation.

Exception: If the ball goes in a basket during the dead ball which follows such violations, no points can be scored and ball is awarded at the sideline spot nearest the violation (see Section 6 for withheld whistle).

86.—Touch Opponent's Basket

SECTION 9.—Touch the ball or opponent's basket while the ball is on or within such basket or touch the ball while the touching hand or arm is also touching the opponent's basket or is directly above such basket. (Space enclosed by an imaginary cylinder having the ring as its lower base).

87.—Interfering with Ball

SECTION 10.—Touch the ball after it has started its downward flight during an opponent's throw for field goal and while the entire ball is above the level of the basket ring. This restriction applies only to a throw (not a bat) and only until such throw for goal has touched the ring or backboard or until it is apparent it will not touch either.

Penalty—(Sections 9 and 10): Ball becomes dead when violation occurs. The thrower is awarded one point if during a free throw as in Section 9, and two points if during a try for a field goal. Ball is awarded out of bounds as though the throw had been successful and there had been no violation.

RULE X—FOULS AND PENALTIES

A. TECHNICAL FOUL

A Player shall not:

88.—Delaying the Game

SECTION 1.—Delay the game by preventing ball from being promptly put into play.

This includes the following acts and similar ones:

(a) When clock is not running—consuming a full minute through not being ready when it is time to start either

half, or failing to provide Scorers with names of players and substitutes 2 minutes before game time ; or

(b) When clock is running but ball is dead—attempt to gain an advantage : by interfering with ball after a field goal or by failing to immediately pass the ball to nearer Official if in control when a violation is called or by repeated infractions of § 80-b.

89.—Excess Time-out

SECTION 2.—Request and be charged with an excess time-out (§ 59), or cause ball to become dead through requesting a time-out when ball is in play and is not in control of his team (§ 56-d).

90.—Leave the Court

SECTION 3.—Leave the court, except as authorized.

91.—Unsportsmanlike tactics

SECTION 4.—Use unsportsmanlike tactics, such as :

(a) disrespectfully addressing or contacting an Official ;
(b) using profanity ;
(c) baiting an opponent or obstructing his vision by waving hands near his eyes ;
(d) climbing on a teammate to secure greater height to handle ball ;
(e) changing his playing number without reporting it to Scorer and Referee ;
(f) making unnecessary contact while play is suspended.

A Substitute shall not :

92.—Foul During Substitution

SECTION 5.—Enter the court:

(a) without reporting to Scorer, and reporting promptly to an Official (unless between halves) ; or during dead ball after having withdrawn during the same dead ball ;
(b) nor shall he enter after having been disqualified.

A Coach or Team Followers shall not :

93.—Foul of Coaches and Team Followers

SECTION 6.—Enter the Court unless by permission of an Official to attend an injured player ; nor signal or communicate with players ; nor disrespectfully address Officials or opponents.

Penalty—(Sections 1 to 6) : One free throw for each infraction and offended Captain shall designate the thrower.

Exception : If 2 or more players of the same team are involved in the infraction in Sections 1, 3 or 5-a, only one free throw is awarded.

For Section 4-e, or 5-b, or for flagrant or persistent infraction of any section, the offender shall be disqualified, or, if he is a coach or follower, banished from the vicinity of the court. For failure to comply, Referee may forfeit game.

Note.—If discovery of the fouls in Section 1-a or 2, or 4-e, or 5 is after ball is in play following the foul, the penalty shall be enforced as if the foul had occurred at the time of discovery.

B. PERSONAL FOUL

94.—Personal Fouls

SECTION 7.—A player shall not hold, push, charge, trip, impede the progress of an opponent by extended arm, shoulder, hip or knee or by bending the body into other than a normal position ; nor use any rough tactics. He shall not contact an opponent with his hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball. Contact caused by a defensive player approaching the ball holder from behind is a form of pushing and that caused by the momentum of a player who has thrown for goal is a form of charging.

A dribbler shall not charge into nor contact an opponent in his path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is such as to provide a reasonable chance for him to go through without contact. The dribbler must attempt to avoid contact in passing an opponent and, if contact occurs, the greater responsibility is on the dribbler. If a dribbler has established a straight line path, he is entitled to such path unless an opponent is in that path in time to give the dribbler a reasonable chance to stop or change direction.

A player who screens (attempts to prevent an opponent from reaching a desired position) and who makes little effort to play the ball has the greater responsibility if contact occurs and if he takes a position so near an opponent that pushing or charging occurs when normal movements are made by him, or so quickly in a moving opponent's path that pushing or charging cannot be avoided.

Penalty for Personal Foul

(a) Two free throws if committed on a player who in the act of throwing for goal, provided the field goal is missed. If the field goal is made it counts, in which case only one free throw shall be awarded. In case of a double foul, only one free throw shall be awarded each team.

(b) One free throw for goal when foul is committed under conditions other than those specified in (a), and in addition a free throw may be awarded for unsportsmanlike conduct.

(c) In any of the foregoing cases the offender shall be charged with one personal foul. A player who has made four personal fouls is automatically disqualified and shall be required to leave the game. This provision for disqualification shall not be set aside under any consideration, but shall be strictly enforced.

(d) If two or more personal fouls are committed against a player, a personal foul shall be charged to each offender, but the offended player shall have one free throw only, or two throws if fouled while in the act of shooting.

(e) Officials must disqualify a player for any flagrantly unsportsmanlike infraction of this Section.

Note.—Whenever a foul is called on the opponent of a player who, as part of a continuous motion which started before the foul occurred, succeeds in making a field goal, the goal shall count even if the ball leaves the player's hands after the whistle blows, provided the whistle did not affect the play. The player must be throwing for goal or starting an effort to throw for goal when the whistle blows ; the goal does not count if he makes an entirely new effort after the whistle blows.

95.—Right to Decline Free Throw

SECTION 8.—The offended Captain, in the last three minutes of play of the second half and during all extra periods, may decline a free throw for a personal foul unless it is to be followed by another free throw or is to be followed by a jump ball at centre (on a double foul). If he declines the free throw, the ball shall be thrown in from out of bounds at mid-court by any player of his team. A free throw for a technical foul may not be waived.

COMMENTS ON THE RULES

These statements supplement but do not alter the rules.

Personal Contact—Although basketball is theoretically a "no-contact game", it is obvious that personal contact cannot be avoided entirely when ten players are moving with great rapidity over a limited playing space. For instance, the ball is free ; two opponents start quickly for the ball and collide. The personal contact may be serious, yet if both were in favourable positions from which to get the ball, and were intent only upon getting it, an unavoidable accident, and not a foul, occurs. On the other hand, if one player

is about to catch the ball and an opponent behind him jumps on his back in an attempt to get the ball, the opponent commits a foul even though he is "playing the ball". In this case, as in "guarding from the rear", the player behind is usually responsible for the contact because of his unfavourable position relative to the ball and to his opponent. In short, if personal contact results from a bona fide attempt to play the ball ; if the players are in such positions that they could reasonably expect to gain the ball without contact ; and if they use due care to avoid contact ; such contact may be classed as accidental and need not be penalized.

Blocking—A player is entitled to take any position on the court not occupied by another player, provided that :

1. This position is not so close to an opponent—less than approximately 90 cms. (3′) that contact ensues when the opponent makes normal bodily movements, or

2. This position is not taken in the path of a moving opponent so quickly that the latter cannot avoid contact.

In the foregoing cases, the player who takes the position described is responsible if contact ensues, unless other factors are involved.

A player who is attempting to screen is blocking if contact occurs when he is moving and if his opponent is stationary or retreating from him. In other case of contact resulting from an attempt to screen when both players are in motion either or both may have committed a foul, but in case of doubt, the greater responsibility is on the player who is attempting to screen.

If a player disregards the ball, faces an opponent, and shifts his position as the opponent shifts, such player is primarily responsible for any contact that ensues, unless other factors are involved.

The expression "unless other factors are involved" in the foregoing statements, refers to deliberate pushing, charging or holding by the player who is being screened. This player must make a reasonable effort to avoid contact and any deliberate act on his part which causes contact should be penalized.

It is legal for one or more players to run down the court close to a teammate who has the ball with the apparent intention of preventing opponents from approaching the player with the ball. If however, they run into an opponent who has taken a position in their path, charging or blocking occurs, and in any case of contact on such a player, the greater responsibility is on the team in possession.

It is legal for a player to extend his arms or elbows in taking a defensive position, but the arms or elbows should be lowered when an opponent attempts to go by, otherwise blocking or holding by the defensive player usually occurs.

The "Centre Pivot Play"—This play has been restricted by limiting to three seconds the time a player may remain in a defined part of own free throw lane while the ball is in play and in control of his team.

The pivoter should not be allowed to shoulder or hip his opponent out of position, nor to interfere with the latter's freedom of motion by the use of extended elbows or arms, after he has thrown the ball. On the other hand, the guard should not be allowed to interfere with the pivoter's freedom of motion by use of the arms, knees, or other part of the body.

The Dribble—Rule 10, Section 7, contains a statement that emphasizes the responsibility of the dribbler in connection with the fouls resulting from the dribble. If the dribbler's path is blocked he is expected to pass or shoot ; that is, he ought not to try to dribble by an opponent unless there is a reasonable chance of getting by without contact. This is not intended to free the defensive player from responsibility ; it is the duty of both players to avoid contact, but more attention should be directed to the dribbler's responsibility. In attempting to stop a dribble, the defensive player must play the ball.

Held Ball—Some Officials call held ball to forestall fouls. That is, they see player about to charge into, or hold an opponent who has the ball, and they prevent the foul by blowing the whistle and declaring held ball. This is unjust to the player who has gained possession, and it encourages rough play. Some Officials do this chiefly in connection with "guarding from the rear", claiming that their method lessens whistle-blowing. This is not true, however, for in the long run this kind of officiating leads to a rougher game and more fouls. The sections of the country which call "guarding from the rear" strictly are getting a cleaner, more open type of game.

"In the Act of Throwing for Goal"—A player is in the act of throwing for goal when he has the ball, and in the judgment of the Official, is throwing, or attempting to throw, for goal. It is not essential that the ball leave the player's hands ; for instance, a player's arms may be held by an opponent so that he cannot shoot, yet he may be making every attempt to do so. He is thus deprived of his opportunity to score and is entitled to two free throws as compensation.

Moreover, the act of shooting continues after the ball has left the player's hand until he regains his equilibrium and is no longer in a defenceless position. On a jump ball neither player has possession of the ball at the instant it is tapped, and therefore neither can be considered in the act of shooting even though one player may tap the ball toward, or into the basket. Consequently a multiple throw cannot ensue under these conditions.

Technical Fouls—An Official may sometimes prevent technical fouls by warning players when they are about to make some minor infraction, such as inadvertently stepping off the court during a time-out or failing to report to Scorer or an Official when entering the game as substitutes. It is good judgment for him to forestall and in some cases to overlook minor technical infractions which are obviously unintentional and have no effect on the game. On the other hand, technical fouls which are deliberate, or unsportsmanlike or give the offender an unfair advantage should be penalized promptly. The present penalty of a free throw followed by possession is not too severe for such technical fouls, and if good judgment is used in handling mistakes which are made, or about to be made, technical fouls will be confined to the infractions which must be penalized for the good of the game.

OFFICIALS' SIGNALS

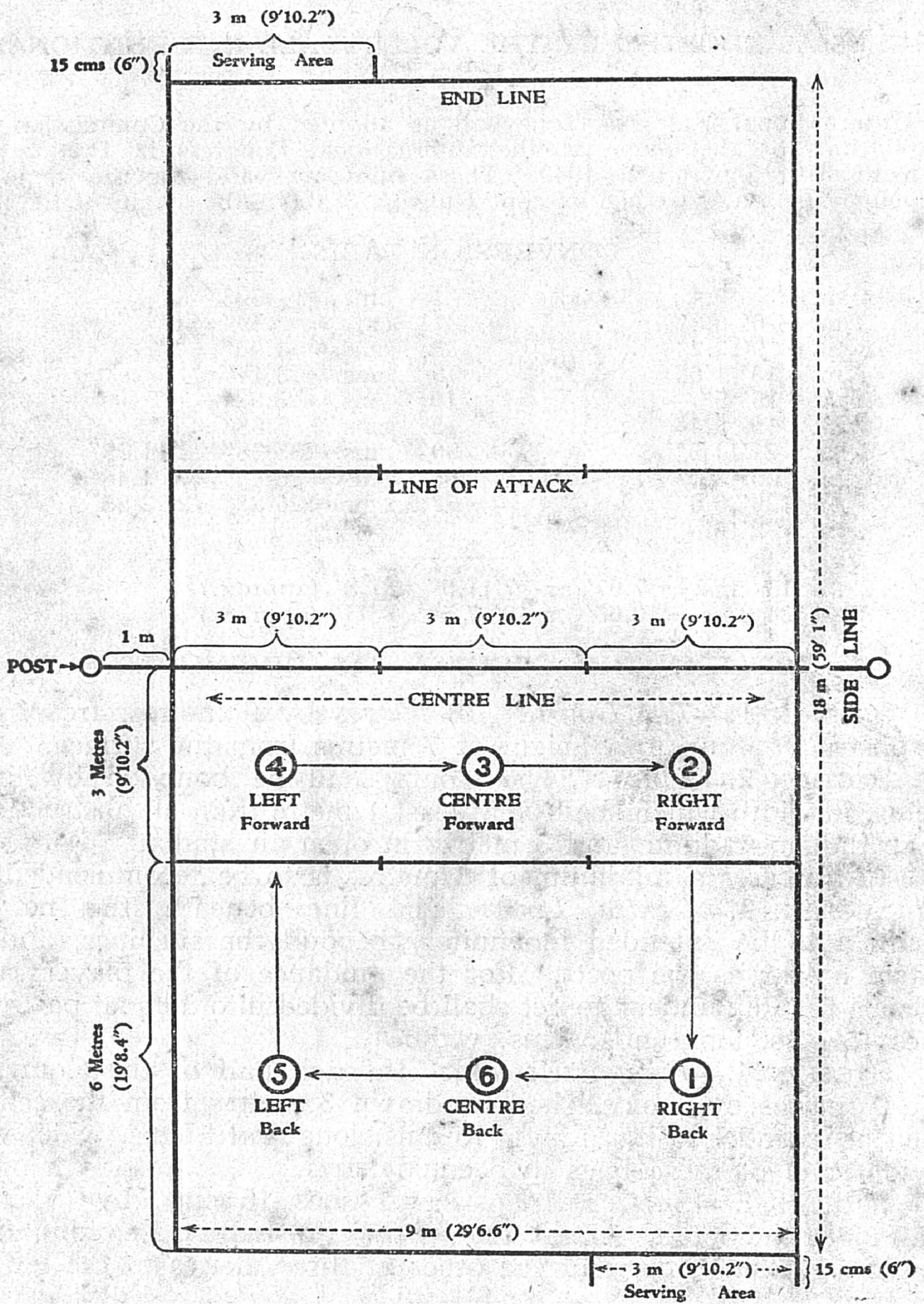
A standard code of signals to be used by all Officials has been a long-felt need in basketball.

Hand above head always stop clock. If a foul is involved, hand above head with fingers closed is signal for the foul as well as signal to stop clock. If clock is to be stopped when there is no foul, the hand is held above head with fingers open and palm towards Timekeeper. If clock is to be stopped for a substitution, the hand above head in a beckoning motion stops clock and indicates that substitute may come on court.

In signalling number of points scored, the fingers should be held at face level with the elbow against Official's side—not above the head, since this might be interpreted by Timekeeper being a signal to stop clock. When number of free throws is to be indicated, fingers may be held horizontal at side with elbow against Official's side. Violation is signalled by a sweeping motion of the hand toward out of bounds spot, followed by pointing towards basket of the team which is awarded ball out of bounds. For three-second violation, the same motion is used but three fingers are extended when pointing to out of bounds spot.

DIAGRAM OF VOLLEYBALL COURT

Showing Position of Players at Start of a Game and Method of Rotation



RULE II. THE NET

SECTION 1.—*Net :* The net shall be 90 cms. wide and 10 metres long. The mesh shall be 10 cms. square. A double thickness of white canvas 5 cms. wide shall be sewn along the top. A flexible cable (or manila rope) passing through the band of white canvas shall stretch the top of the net.

An edging 5 cms. in length may be sewn at both ends of the net. It shall be perpendicular to the side lines and the Centre line.

SECTION 2.—*Height* of the net 2 m. 43 cms. for men and 2 m. 24 cms. for women, the height to be measured at the centre of the court.

For Junior players and children, the height of the net is left to the discretion of the National Associations.

RULE III. THE BALL

Ball : The ball should be round, twelve-panelled if possible. Circumference from 65 to 68.5 cms.

Weight from 250 to 300 grs.

Air pressure between 0.52 Kg. and 0.58 kg. to a cm.

RULE IV. TEAMS

SECTION 1.—*Number of players :* Under all circumstances, during the game there shall be 6 players on each side.

SECTION 2.—*Substitutes :* The entire team including substitutes shall consist of no more than twelve players. The substitutes and coaches shall stay on the side of the court opposite the Referee.

SECTION 3.—Substitution of players is made during 'time out,' at the request of the Captain or the Coach of either team. The team is given one minute for such replacement. If in the course of that minute the substitution has not been made, a 'time-out' is debited to the team. In the case of a team having no more right to 'time out' the game is stopped till the end of the period granted for the substitution of the player, but the team is penalised by the loss of a point or the Service. In the case of a refusal to replace the player within the limit of one minute, the team is penalised by the loss of a point or the Service. Players leaving or entering the court must have permission from the Referee.

SECTION 4.—*The substitute* must take the place of the replaced player. The replaced player can re-enter the game only once, and then only in the place of the player who replaced him. Any player disqualified by the Referee can be replaced by a substitute,

but cannot in any case return to the game during the set. A substitute leaving the game, cannot enter a second time during the set.

But if one of the teams becomes incomplete through an accident (a player being hurt and normal changes are not possible), a Substitute can take the place of the injured player whatever the position he had before. In the case of one of the teams becoming incomplete through the elimination of one of the players by the Referee and normal changes being exhausted, the team shall lose the current set by 0.15.

SECTION 5.—*Players :* The players should wear on their chest and back numbers 15 cms. in height, the width of the band forming the figure being 2 cms. Moreover the Captain should wear on the left side of his chest a shield of 8 cms. by 1½ cm. in a different colour from that of his jersey. It is not obligatory that the players arrange themselves in numerical order (cf. VI 5 & VIII 12).

SECTION 6.—*Position of Players :* At the beginning of every game, the players should be in their respective rectangles. The forwards can go behind the line of attack but they must always be in front of the player behind their rectangle.

But as soon as the ball is served each player can move freely all over the court, except as noted under Rule VII, 13 (blocking) and Rule X, 17 (attacking by one of the back players).

RULE V. OFFICIALS

The officials shall be
A Referee
An Umpire
A Scorer
2 Linesmen

RULE VI. RIGHTS AND DUTIES OF OFFICIALS

SECTION 1.—The Referee directs the game and his decisions are final.

SECTION 2.—The Referee has authority over all officials and players from the beginning to the end of the match. This includes the periods during which the game may be momentarily stopped for one reason or another. He has the power to settle all questions, even those not specified in the Rules. He can annul the decisions of other officials when he considers that they are mistaken.

SECTION 3.—He shall be stationed at one end of the net, in a position that will give him a clear view of both courts.

SECTION 4.—The Umpire shall place himself on the opposite side of the court from the Referee. He makes all decisions regarding crossing of the centre line below the net and the line of attack. He notes the length of 'time outs'—(Rule IX), controls the coaches and substitutes on the side line, authorises substitution of players, judges contacts with the lower part of the net, calls the Referee's attention to all unsportsmanlike actions and helps the Referee in any manner which may be requested of him.

SECTION 5.—*Scorer :* The Scorer shall sit facing the Referee. He shall keep the score sheet as the game progresses, strictly following the procedure demanded by the Central Commission of Arbitration, indicating moreover the number of interruptions demanded in the game and the substitution of players (Rule XI). He takes the names of the players, and substitutes, the signatures of the captains and coaches of the teams who alone are authorised to introduce changes in the Teams. After tossing the coin, he receives from the captain or coach the position of the players on the Court and writes on the score sheet the order of rotation.

During the game he shall see that this rotation is carried out correctly. He announces the changing of the Court after the 8th point is made by one of the teams in the last set.

SECTION 6.—*Linesmen :* A minimum of two linesmen are placed at the two opposite corners. When a ball falls near the line, they should call 'good' or 'out.' They help the Scorer to verify if the players serve and rotate in the right order.

Moreover they should be ready upon the request of the Referee to give their opinion on any happening whatsoever in the game.

RULE VII. DEFINITION OF TERMS

SECTION 1.—*The court :* The court occupied by a team shall be its territory, that occupied by the opposing team shall be the opponents' court.

SECTION 2.—*Serving order :* The order in which the teams should serve is called the 'Serving Order.'

SECTION 3.—*Rotation :* The shifting of players in position is called 'Rotation.'

SECTION 4.—*Service :* The service is the putting of the ball into play by the player at Right Back, who hits the ball with his hand, open or closed, to send it over the net into the opponents' court. Before service the player goes behind the court to the place reserved for this purpose ($\frac{1}{3}$ of the back line), throws the ball and hits it with one hand so as to send it to the opponents' court. The service can be made while running or jumping, but the player,

after having served, must fall back on the space behind the back line.

The service becomes effective as soon as the player, having thrown the ball into the air, touches it with his hand. If, after having been thrown, the ball falls to the ground without being touched, the service is retaken. However the Referee should not allow the game to be delayed in this way.

The service is considered correct if the ball passes over the net without touching it, between the two vertical bands which mark the width of the court. The service should take place immediately after the Referee's whistle.

SECTION 5.—*Point* : A point shall be allowed to the team whose opponents have not been able to return the ball correctly.

SECTION 6.—*Change of Service* : A change of service shall be ordered when the team serving did not win a point or committed a fault.

SECTION 7.—*Dead Ball* : The ball is "dead" after a 'point,' a change of service, or when a decision temporarily suspends the game. The game ends with the whistle of the Referee or Umpire.

SECTION 8.—*Touched Ball* : A player who touches the ball or is touched by the ball when it is in play shall be considered to have played the ball.

SECTION 9.—*Ball Out* : The ball is 'Out' when it touches any surface, object or the ground outside the boundaries of the court. A ball touching a side line is good.

SECTION 10.—*Holding the Ball* : When the ball comes to rest in the hands or arms of the player he shall be considered as catching or *holding* the ball. The ball must be clearly hit. Scooping, lifting, shoving or following the ball shall be considered as holding. Balls clearly hit by both hands are 'good.'

SECTION 11.—*Dribbling* : A player touching the ball more than once, with whatever part of his body, when no other player has touched it meanwhile, should be considered as 'dribbling' (vide Rule IX, § 2 and 3).

SECTION 12.—*Delaying the game* : Any player committing any act whatsoever that in the mind of the Referee tends to delay the game, should be considered as delaying the game.

SECTION 13.—*Blocking* : Action that consists in trying to stop the opponents' attack as soon as the ball has passed over the net, with any part of the body above the belt.

This can be done by all the players in the forward's line. If the ball touches one or more players taking part in the blocking, only one touch will be counted, and none of these players will

have the right to touch the ball again until after another player who had not taken an active part in the blocking had touched the ball.

Note.—A blocking will only be considered legal if all the players are well grouped and if the ball has been really touched by one of them. A player at a minimum distance of 1 metre of one or two players taking actual part in the blocking, for instance, will have the right to send it back.

It is forbidden for a player from the back line to come up to the net and take part in a blocking.

RULE VIII. COURTS AND SERVICE

SECTION 1.—*Choice of Court:* The captains draw lots for the courts or the service. The winner chooses either the court or the right to serve first. Before each set the captains of the two teams are obliged to tell the scorer the order of service.

SECTION 2.—*Ball out in play:* The ball shall be put into play by the player in 'Right back' position.

SECTION 3.—Each player goes on serving till the Referee calls 'Side Out.'

SECTION 4.—*Alternation:* Service should alternate when 'Side Out' is called.

SECTION 5.—*Rotation:* The team that receives the ball for service shall immediately rotate one position clockwise.

SECTION 6.—*Ball touching net outside markers:* A ball touching the net outside the side markers of the net is foul.

SECTION 7.—*Serving fault:* A service touching the net, and passing over and under entirely outside the side markers above the net, directly under the side lines, or touching a player or any object whatsoever before penetrating into the opponents' court shall be a foul and entail a change of service.

SECTION 8.—*Server's fault:* Change of service.

SECTION 9.—*Service for the set,* other than the first: Each new set is started by the team that did not serve first in the preceding set.

SECTION 10.—*Change of court:* After each game.

SECTION 11.—*Changing positions at the beginning of a set:* The players can change their positions completely in comparison with the previous set, always on the understanding that the Scorer is informed of it.

SECTION 12.—*Changing courts in the middle of the game:* When the two teams are equal in the last set and one team has a total of 8 points, the teams change courts automatically. But

the service continues to be made by the team which served at the time of the change.

RULE IX. DURING THE GAME

SECTION 1.—The ball can be struck by any part of the body above the belt.

SECTION 2.—The ball can touch any number of the parts of the body above the belt, on condition that it should be simultaneously and that the ball is not held but hit hard.

SECTION 3.—*The ball touching the net in the course of the game:* The ball is good, except when it is a service.

SECTION 4.—*Return of the ball:* A ball passing even partly over the exterior markers is good.

SECTION 5.—*The ball in the net:* Can be taken again, except in the service always on condition that the player himself does not touch the net.

SECTION 6.—*Touched ball:* In the same side (by one team) the ball can be touched 3 times at the most.

RULE X. PRINCIPAL FOULS: THEIR PUNISHMENT

Principal fouls punished by a point or a change of service

SECTION 1. Incorrect Service (*vide* Rule VII, § 7 and 8).

SECTION 2.—Non-return of ball to the opponents' court (*vide* VII, 5 and IX, 1 or 6).

SECTION 3.—Holding the ball (*vide* VII, 10).

SECTION 4.—Dribbling (*vide* VII, 11).

SECTION 5.—Touching the ball with a part of the body under the belt, even involuntarily.

SECTION 6.—*Touching the net:* Contact with any part of the net (including the top cable, the lower rope and the ropes attaching the base of the net to the ground and stretching beyond the net), with any part of the body, at any moment except when the ball is "dead." If two opponents simultaneously touch the net, it shall constitute a double fault (*vide* X, 19).

If the ball is sent into the net with such force that the net touches an opponent on the other side of the court, such contact shall not constitute a fault on his part.

SECTION 7.—Touching the ball 4 times.

SECTION 8.—Reaching over the net.

SECTION 9. Serving out of turn.

SECTION 10.—Reaching under the net and touching the ball or any opposing player when the ball is in play on that side.

Interfering with any opponent by entering his court.

SECTION 11.—*Passing the centre line*: Contact of any part of a player's body with the opponents' court, as well as crossing the vertical plane under the net with any part of the body in order to attract the opponent's attention or to impede him, is considered foul.

Note.—Crossing the vertical plane under the net if the player touches neither the court nor an opposing player, is not a foul.

SECTION 12.—Touching the centre line or the court on the other side of the centre line (which is supposed to be prolonged indefinitely on each side).

SECTION 13.—Illegal replacing of a player (*vide* Rules X, 4).

SECTION 14.—Off side: Entering into the opposite court to recover the ball during the game. (Stretching under the net with one or both hands, the feet remaining in their own court is not a foul.)

Note.—Entering the opposite court after the whistle of the Referee is not a foul (*vide* Rule VII, 7 note).

SECTION 15.—Receiving deliberate advice from coaches.

SECTION 16.—Persistently delaying the game.

SECTION 17.—(a) Backs cannot return the ball from the zone of attack into the opponent's court unless the ball is lower than the upper edge of the net; on the other hand they can return the ball from their own zone into the opponent's court by any means permitted.

(b) The backs may not take part in blocking.

(c) If a back is outside the court, but in the extension of zones 2 or 4, he is considered as being within these respective zones.

SECTION 18.—Leaving the court during a requested interruption of the game without the permission of the Referee (*vide* XI, 2) except between the sets.

Prolonging the interruption of the game for more than one minute.

SECTION 19.—Double foul to be replayed: Takes place when two opponents make a personal fault simultaneously.

SECTION 20.—Personal foul: (violation of § 6, 8, 10, 12 and 13 of Rule X).

The game is then immediately stopped by the Referee.

Note.—Each engagement is considered to have ended with the Referee's whistle.

SECTION 21.—When the ball is sent into the net with such force that it pushes the net against an opposing player and if he touches it, the latter will be penalised as a personal foul as if he touched the net himself, except in the case where the ball had

caused such contact at the 3rd and last pass and has not crossed the net.

SECTION 22.—Stamping the feet or making wild gestures to frighten the opponents is penalised as a personal foul.

SECTION 23.—Blocking in an illegal manner.

SECTION 24.—Asking for 'time out' for a rest period for the third time (vide IV, 3 and XI, 1).

SECTION 25.—If two opponents simultaneously touch the ball above the net, the player from the team receiving the ball is considered as having last touched it. After the simultaneous touch by two opponents, the team in whose court the ball falls has again three touches.

If after the simultaneous touch by two opponents, the ball falls to the ground inside the limits of the court, the team on whose side the ball falls is at fault: on the other hand, if the ball falls outside the court, it is the other team which is at fault. If the ball is simultaneously thrown into the air, it is a double foul: the ball is returned.

RULE XI. TIME OUT

SECTION 1.—Time-out may be called by the Referee only but the ball must remain in play until the whistle is blown by the Umpire or the Referee. When the captain or coach of a team requests such a time-out, he should indicate whether it is for rest or substitution. If no indication is made, the Referee will presume that it is for rest.

SECTION 2.—During Time-out it is forbidden for the players to leave the court or to speak with anyone, except their coach, who however, may not enter the court.

SECTION 3.—Each team may take 2 'time out' per set. The interval will be for one minute. In the case of a serious injury to a player, the maximum 'time out' may be for 3 minutes. The game will restart immediately after the injured player has been replaced (*vide* Rule IV, 2. 3 and 4).

SECTION 4.—There is an interval of 2 minutes between each set. This interval shall be for 5 minutes between the 4th and 5th set.

RULE XII. SCORING

SECTION 1.—When a team receiving the ball fails to return it correctly over the net into the opposite court (*vide* Rule X) a point is scored by the team serving.

SECTION 2.—The game is won when one team leads by two points with a minimum of 15 points.

Note.—When the score reaches 14-14, it is necessary to play to reach one of the following scores: 16-14, 17-15, 18-16, 19-17 etc. . . .

SECTION 3.—The number of games in a match: The number of games necessary to win a match or championship shall be decided by the Tournament Committee. If there is no such Committee, the organizers of the teams concerned will decide before the game.

Note.—All International Matches should be decided by the best of 5 sets.

SECTION 4.—The score of a forfeited game shall be 0—15.

RULE XIII. CONDUCT OF PLAYERS, SUBSTITUTES AND COACHES

SECTION 1.—The following offences shall be punished :

(a) Persistently addressing the officials on their decisions.
(b) Making derogatory remarks about or to the officials.
(c) Committing acts derogatory to the officials or tending to influence their decisions.
(d) Making unpleasant or personal remarks about or to opponents.
(e) And deliberate coaching during the game from anyone outside the courts is not allowed.

SECTION 2.—*Punishment :*

(a) for a slight fault a simple warning
(b) for a serious fault—a warning recorded on the Score sheet. This automatically entails the loss of a point or a change of service. In case of repetition of the offences by a player, the Referee may disqualify him for the set or the game.

Note.—During an interval for rest the players are forbidden to leave the pitch. Nevertheless the coach can talk to them but without entering the pitch.

RULE XIV. REFUSAL TO PLAY

A team refusing to play after having received instructions from the Referee to do so, shall be declared to have forfeited the game with a score of 0.15.

RULE XV. DECISIONS

SECTION 1.—The decisions of the Officials are final.

SECTION 2.—Decisions concerning an interpretation of the Rules should be called into question at once but only by the captains of the contesting teams.

SECTION 3.—When the explanation of the Referee to the protest of the Captain is not considered as satisfactory to the latter and has to be submitted to a higher authority, the Referee shall, however, continue to direct the game and make a report later on the protest concerned. These Rules are valid for all countries affiliated to the IVBA until the next Congress.

APPENDIX

RIGHTS AND DUTIES OF PLAYERS AND OF THE MANAGEMENT

SECTION 1.—Every player should know the rules and keep them.

SECTION 2.—During the game the player can only address the Referee through the intermediary of the Captain of the team.

SECTION 3.—No player can play in more than one international match on the same day.

The Management cannot take part in the decisions of the Referee.

Softball

RULES AS ADOPTED BY THE INTERNATIONAL JOINT RULES COMMITTEE ON SOFTBALL

RULE I. THE PLAYING FIELD

SECTION 1.—The playing field shall be defined as that area within which the ball may be legally played or fielded. The playing field shall have a clear and unobstructed area within a radius of 200 feet from home plate between the foul lines. Outside the foul lines and between the home plate and the backstop there shall be an unobstructed area not less than 25 feet in width.

SECTION 2.—Whenever backstops, fences, stands, or standards for ropes are erected, or spectators, vehicles or other obstructions are permitted within the prescribed area, leagues or opposing teams may, by ground or special rules, establish the limits of the playing field. See Sec. 4, Rule 19.

RULE II. THE DIAMOND

The official "Diamond" shall have 60 foot base-lines, with a pitching distance of 46 feet and other details as shown in the diagram.

For women and girls the official pitching distance shall be 35 feet.

RULE III. LAYING OUT DIAMOND

Determine the position of the home plate. Draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of the home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord, at 46 feet, 60 feet, 84 feet 10¼ inches and at 120 feet.

Place the cord (without stretching) along the direction line and at the 46-foot mark place a stake—this will be the front line at the middle of the pitcher's plate. Along the same line drive a stake at the 84 feet 10¼ inches—this will be the centre of second base.

Place the 120 feet marker at the centre of second base and, taking hold of the cord at the 60-foot marker, walk to the right of the direction line until the cord is taut (but not stretched) and drive a stake at the 60-foot marker—this will be the outside corner

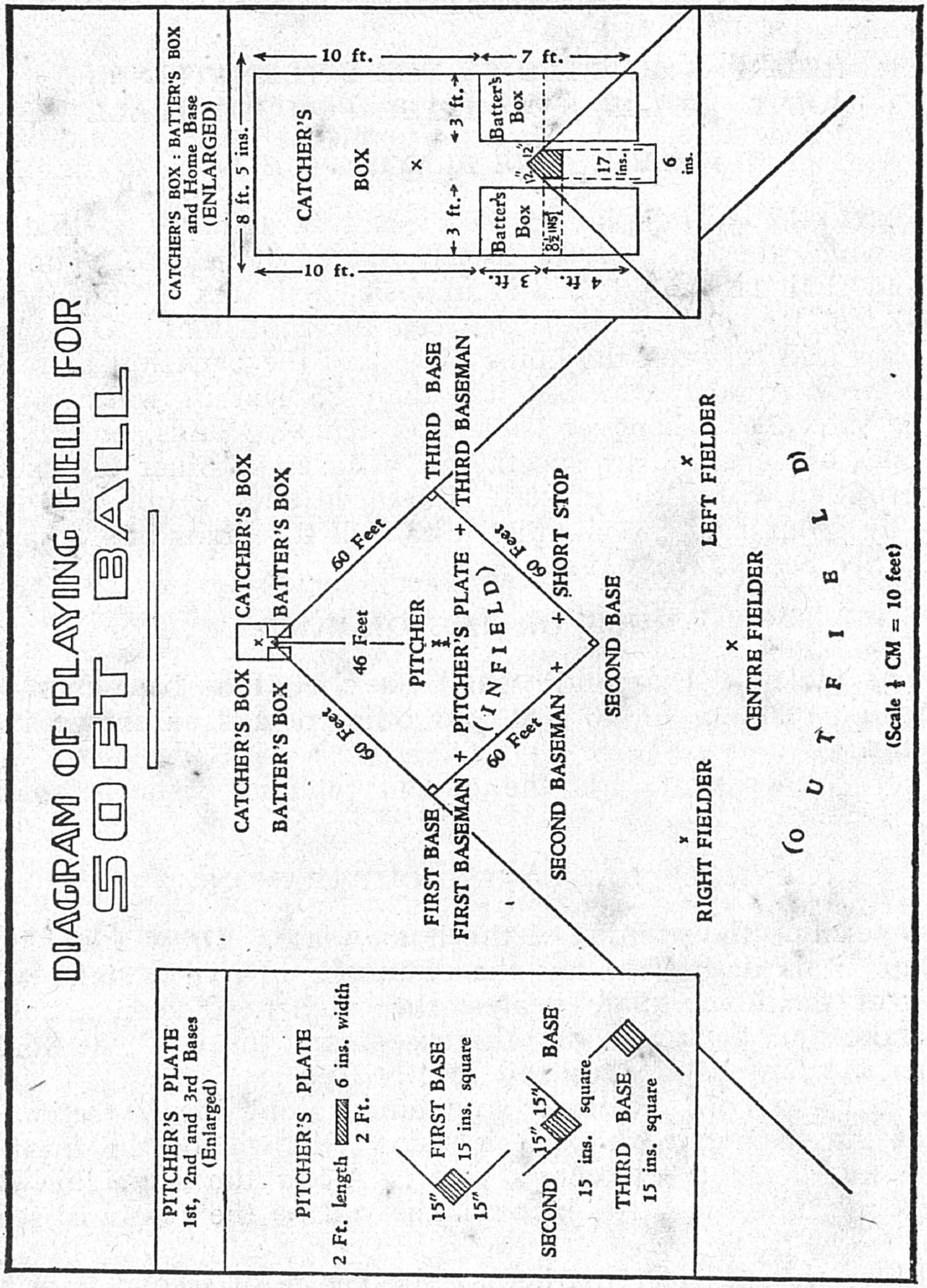


DIAGRAM OF PLAYING FIELD FOR
SOFT BALL
CATCHER'S BOX : BATTER'S BOX
and Home Base
(ENLARGED)
10 ft.
7 ft.
8 ft. 5 ins.
CATCHER'S
BOX
Batter's Box
Batter's Box
3 ft.
3 ft.
17 ins.
6 ins.
10 ft.
3 ft.
4 ft.
CATCHER'S BOX
BATTER'S BOX
CATCHER'S BOX
BATTER'S BOX
60 Feet
60 Feet
60 Feet
60 Feet
46 Feet
PITCHER
PITCHER'S PLATE
(INFIELD)
THIRD BASE
THIRD BASEMAN
FIRST BASE
FIRST BASEMAN
SHORT STOP
SECOND BASE
SECOND BASEMAN
LEFT FIELDER
CENTRE FIELDER
RIGHT FIELDER
(OUTFIELD)
(Scale 1/4 CM = 10 feet)
PITCHER'S PLATE
1st, 2nd and 3rd Bases
(Enlarged)
PITCHER'S PLATE
2 Ft. length 6 ins. width
2 Ft.
FIRST BASE
15 ins. square
15"
15"
SECOND BASE
15" 15"
15 ins. square
THIRD BASE
15 ins. square

of the first base, and the cord will now form the lines to first and second bases. Again holding the cord at the 60-foot marker —walk across the field and in like manner mark the outside corner of third base. Home plate, first and third bases are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at the first base stake and the 120-feet marker at third base. The 60-foot marker should now check at home plate and second base.

Check all distances with a steel tape whenever possible.

The three-foot line

Starting at a point half way between home plate and first base and three feet outside the base line, draw a line parallel to and three feet from the base line to a point 10 feet beyond first base.

The batter's box. The batter's box (one on each side of home plate) shall measure 3×7 feet. The inside line of the batter's box shall be 6 inches from home plate. The front line of the batter's box shall be 4 feet in front of a line drawn through the centre of home plate, and the back line shall be 3 feet back of the centre of home plate.

The catcher's box. The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches in width.

The coacher's box. Starting at a point outside the diamond at first and third base, lines 15 feet in length shall be drawn toward the home plate, parallel to and 6 feet from the base-lines.

RULE IV. EQUIPMENT

SECTION 1. The bat shall be round, made of hard wood, and shall be of only one piece, not more than 34 inches in length and not more than 2½ inches in diameter at its largest part, and shall be marked "Official Softball Bat" to indicate that it conforms to the specifications regarding length and size.

Note.—A tolerance of 1/16th inch is permitted to allow for expansion.

SECTION 2.—The official softball shall be a regular, smooth-seam, concealed stitch or flat-surfaced ball of any type.

Condensed specifications: Three to four ounces finest No. 1 quality Long Fibre Kapok compressed, hand or machine wrapped with fine quality twisted yarn, and covered with Latex or rubber cement. Cover of finest quality No. 1 Chrome Tanned Horse or Cow Hide with no imperfections, cemented to the ball by application of cement to underside of cover and sewed with Waxed Thread of Cotton or Linen.

The finished ball shall be not less than $11\frac{7}{8}$ inches nor more than $12\frac{1}{8}$ inches in circumference and shall weigh not less than 6 ounces nor more than $6\frac{3}{4}$ ounces. Raised outseam balls are illegal.

SECTION 3.—The home plate shall be made of rubber, or other suitable material, and shall be a five-sided figure 17 inches across the centre and 17 inches across the edge facing the pitcher; the sides shall be parallel to the inside lines of the batter's boxes and shall be $8\frac{1}{2}$ inches in length; the sides of the point facing the catcher shall be 12 inches in length.

SECTION 4.—(a) The pitcher's plate shall be of wood or rubber, 24 inches long and 6 inches wide. The front line of the pitcher's plate shall be 46 feet from the outside corner of the home plate and the top of the pitcher's plate shall be level with the ground.

(b) For girl's play the official pitching distance shall be 35 feet.

SECTION 5.—The bases, other than home plate, shall be 15 inches square and shall be made of canvas or other suitable material. Bases should be securely fastened in position. See Rule 28 Note to Sec. 9, and Rule 29, Sec. 9.

SECTION 6.—Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. No top lacing, webbing or other device between the thumb and body of a glove or mitt worn by a first baseman or other fielder shall be more than 4 inches in length.

SECTION 7.—A shoe shall be considered official in Softball games if it is: (a) made with either canvas or leather uppers or similar material, with or without soft rubber cleats; (b) Made with uppers of leather or similar material with ordinary metal sole and heel plates, the spikes of which shall in no case extend more than $\frac{3}{4}$ inch from the sole or heel of the shoe. Track spikes are illegal and will be barred. (To all purposes this will mean that there will be a uniform type of spike for both softball and baseball shoes.)

SECTION 8.—Masks must be worn by catchers, and women catchers must wear both masks and body protectors. (This part of the rule may be modified by local regulations, for intermediate and junior classes.)

Women's Uniforms.—As a precaution against injury and infection, it is recommended that women and girl players wear knickers, slacks or full length trousers.

RULE V. TEAMS, PLAYERS AND SUBSTITUTES

SECTION 1.—A team shall consist of 9 players, whose positions shall be designated as follows: Catcher, Pitcher, First Baseman, Second Baseman, Third Baseman, Shortstop, Left Fielder,

Centre Fielder, and Right Fielder. Players of the team in the field may be stationed at any points on fair ground which their captain may elect, except that the pitcher, while in the act of delivering the ball to the batsman, must take his position as defined in Rule 8 and the catcher must be within the lines of his position.

SECTION 2.—No team shall be permitted to start or to continue a game with less than nine players and each side shall have sufficient substitutes to carry out the provisions of this section.

SECTION 3.—A substitute may take the place of a player whose name is in his team's batting order, but the player for whom he is substituted shall not thereafter participate in the game, except as coacher.

SECTION 4.—A base-runner may have another player run for him by and with the consent of the opposing captain or manager, and when such permission is given both the regular runner and the relief runner shall be eligible for further participation in the game.

SECTION 5.—A player shall be considered in the game when his name has been entered upon the official score sheet or has been announced, and if another player is substituted for such entered or announced player he shall not again participate in that game, except as coacher.

SECTION 6.—The pitcher first entered upon the official score sheet or announced to start shall continue to pitch until the first opposing batsman has completed his turn at bat.

In the event of the substitution of a pitcher the new pitcher shall continue to pitch until the batsman then at bat or the first batsman opposing such new pitcher has completed his turn at bat or the side has been retired.

SECTION 7.—Whenever one player is substituted for another, whether as batsman, base-runner or fielder, the umpire should immediately be notified, and he in turn should announce the substitution to the spectators. Play shall be suspended while such announcement is being made. Provided, however, if through oversight such announcement has not been made, the substitute shall not be called out therefor but shall be considered in the game as follows :

If a pitcher, when he takes his place on the pitcher's plate.

If a batter, when he takes his place in the batter's box.

If a fielder, when he takes the place of the fielder substituted for.

If a runner, when the substitute replaces him on the base he is holding ; and any play made by or on such unannounced substitute shall be legal under these rules.

Note.—Leagues may, by special rule, assess a fine or other penalty against a manager who fails to report, or an umpire who fails to announce, a substitution, but there can be no penalty against the substitute player for failure to make such report or announcement.

RULE VI. THE GAME

SECTION 1.—A regulation game shall consist of seven innings unless the team second at bat scores more runs in six innings than the team first at bat has scored in seven innings.

SECTION 2.—It is a regulation game if the team last at bat in the seventh inning scores the winning run before the third man is out.

SECTION 3.—It is a regulation game if it be called by the umpire on account of darkness, rain, fire, panic or other cause which puts the patrons or players in peril, provided five or more equal innings have been played by each side ; or if the team second at bat shall have scored more runs at the end of its fourth inning or in any part of its fifth than the team first at bat has scored in five completed innings.

When a game is called in any inning after the fifth, the score shall be what it was at the time the game was called if the team second at bat has more runs than the team first at bat, or if the team second at bat has in that inning tied the score. If the team second at bat has less runs than the first team at bat when the game is called the score shall be that of the last completed inning by both sides.

SECTION 4.—If the game be a tie at the end of seven innings for each team, play shall be continued until one side has scored more runs than the other in an equal number of innings ; provided that if the side last at bat scores the winning run before the third man is out in any inning after the seventh, the game shall terminate and be a regulation game.

SECTION 5.—A regulation drawn game shall be declared by the umpire if the score is equal on the last even inning played, when he terminates play in accordance with Section 3 of this rule after each team has played five or more complete innings. If the side that went second to bat is at bat when the game is terminated, and has scored in the incompleted inning the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning.

If the side last at bat shall, before the completion of its fifth inning, equal the score made by the opposing side in five complete innings, the game shall be legally drawn.

Note.—A regulation drawn (tie) game is to be re-played from the beginning. However, if batting and fielding records are kept, players should be given credit for performance in regulation drawn games.

RULE VII. FORFEITED GAMES

A forfeited game shall be declared by the umpire in favour of the team not at fault, and the score shall be recorded as 7 to 0, in the following cases :

SECTION 1.—If a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeitures by the organization in which the team is playing.

SECTION 2.—If, after the game has been begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.

SECTION 3.—If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after the umpire has called "Play."

SECTION 4.—If a team employs tactics palpably designed to delay the game.

SECTION 5.—If, after warning by the umpire, any one of the rules of the game is wilfully violated.

SECTION 6.—If the order for the removal of a player is not obeyed within one minute.

SECTION 7.—If, because of the removal of players from the game by the umpire, or for any cause, there are less than nine players on either team.

RULE VIII. CHOICE OF INNINGS—FITNESS OF FIELD FOR PLAY

The choice of innings shall be by toss of a coin, unless otherwise stated in the rules of the organization under which the schedule is being played.

Where a home team is designated, such team shall be the sole judge of the fitness of the ground for beginning a game. Where no home team is designated, the umpire, or umpires, shall be the judge of the fitness of the ground for beginning a game.

After play has been called by the umpire he alone shall be the judge as to the fitness of the ground for resuming play after the game has been suspended.

RULE IX. PITCHING RULE

SECTION 1.—Preliminary to pitching, the pitcher shall come to a full stop, facing the batter, with shoulders in line with first and third base with the ball held in both hands in front of the body, and with both feet squarely on the ground, and in contact with the pitcher's plate, for not less than one second before taking one hand off the ball at the start of the wind-up or back-swing.

Note.—The body, feet, arms and hands, must come to a full and complete stop at the same time before taking one hand off the ball at the start of the wind-up or back-swing.

SECTION 2.—The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

SECTION 3.—In the act of delivering the ball to the batsman the pitcher shall not take more than one step which must be forward and toward the batsman. The step must be taken simultaneously with the delivery of the ball to the batsman.

Note.—The pitch starts when one hand is taken off the ball. The pitch is completed with a forward swing of the pitching arm and a step toward the batsman.

SECTION 4.—A legal delivery shall be a ball which is delivered to the batter underhand and with a follow through of the hand and wrist past the straight line of the body before the ball is released. The pitcher may use any wind-up he desires, providing that in the final delivery of the ball to the batter, the hand shall be below the hip and the wrist not farther from the body than the elbow.

SECTION 5.—At no time during the progress of the game shall the pitcher be allowed to use tape, or other substance, upon the pitching hand or fingers ; nor shall any foreign substance be applied to the ball, provided that, under the supervision and control of the umpire, powdered resin may be used to dry the hands.

NO PITCH

SECTION 6.—No pitch shall be declared whenever the pitcher pitches during a suspension of play or when he attempts a quick return of the ball before the batsman has taken position or is off balance as the result of a previous pitch.

Note.—League officials and umpires are urged to insist upon a strict compliance with the pitching rule, especially as to the stop and the final motion in delivery. Illegal pitching does not require an appeal by the opponent and umpires should call illegal pitches immediately.

RULE X. ILLEGAL PITCHES

An illegal pitch, entitling the base-runner or runners to advance one base, shall be called by the umpire as follows ; and in each of the cases cited a ball shall also be called in favour of the batsman.

1. Any delivery of the ball to the batsman without previously taking position as defined in Sections 1 and 2, Rule IX.

2. If the pitcher takes more than one step before releasing the ball.

3. Final delivery of the ball to the batsman with the hand above the hip and the wrist of the pitching arm farther from the body than the elbow. (Section 4, Rule IX.)

4. Failure to follow through with the hand and wrist past the straight line of the body. (Section 4, Rule IX.)

5. Rolling the ball along the ground, or dropping the ball, by the pitcher while the pitcher is in pitching position. (Section 3, Rule XII.)

Note.—A distinction must be made between a deliberate attempt to prevent the batter hitting the ball, and a poorly executed legal delivery. An illegal pitch is not called under this section unless, in the opinion of the umpire, the ball was rolled, dropped, or bounced to prevent the batter from striking it.

6. Holding the ball by the pitcher more than 20 seconds. (Section 4, Rule XII.)

7. Making any motion to pitch without immediately delivering the ball to the batsman.

Note.—This bars the so-called "rocker" action of a pitcher, who, after having the ball in both hands in pitching position, separates the hands making a backward and forward swing of the pitching arm bringing the ball again into both hands in front of the body, or any type of wind-up in which there is a stop or reversal of the forward motion. This does not bar a wind-up in which the motion of the pitching arm is continuous, even though the hand taken off the ball may again touch and travel with the ball in the course of such wind-up.

8. Delivery of the ball to the batsman when the catcher is outside the lines of the catcher's position as defined in Rule III, and Section 6, Rule XXVIII.

9. If the pitcher continues to wind up after taking the step before releasing the ball, or continues to wind up after releasing the ball, Rule IX.

10. If the pitcher takes pitching position on or near the pitcher's plate without having the ball in his possession.

In each of the foregoing cases the ball shall be dead and not in play until put in play at the pitcher's box.

RULE XI. FAIRLY DELIVERED BALL

SECTION 1. A fairly delivered ball is one pitched by the pitcher, while standing in his position and facing the batsman, that passes over any portion of the home plate before touching the ground, not lower than the batsman's knees nor higher than his shoulder. For every such fairly delivered ball the umpire shall call one strike.

Other cases in which the umpire shall call a strike are :

SECTION 2. A pitched ball struck at by the batsman without its touching his bat.

SECTION 3. A foul hit ball not caught on the fly unless the batsman has two strikes.

SECTION 4. A pitched ball at which the batsman strikes but misses and which touches any part of his person.

SECTION 5. A foul tip, held by the catcher, while standing within the lines of his position.

RULE XII. UNFAIRLY DELIVERED BALL

SECTION 1. An unfairly delivered ball is a ball delivered to the batsman by the pitcher while standing in his position and facing the batsman that does not pass over any portion of the home plate between the batsman's knees and shoulders, or that touches the ground before passing home plate, unless struck at by the batsman.

For every unfairly delivered ball the umpire shall call one ball.

Other cases in which the umpire shall call a ball are:

SECTION 2. An illegally pitched ball.

SECTION 3. A ball rolled along the ground, or dropped, by the pitcher while in the pitching position.

SECTION 4. A ball shall be called each time the pitcher delays the game by failing to deliver the ball to the batsman for a longer period than 20 seconds, except that at the commencement of each inning, or when a pitcher relieves another, the pitcher may occupy one minute in delivering not to exceed five balls to the catcher or an in-fielder, during which time play shall be suspended.

SECTION 5. A ball shall be called each time the pitcher makes any motion to pitch without immediately delivering the ball to the bat.

RULE XIII. RULES FOR BATSMEN

Each player of the side at bat shall become a batsman and must take his position within the batsman's lines as defined in Rule III, in the same order his name appears in his team's batting order.

RULE XIV. ORDER OF BATTING

SECTION 1. The batting order of each team must be on the score card and must be delivered before the game by the manager or captain to the umpire at the home plate, who shall submit it to the inspection of the manager or captain of the other side. The batting order delivered to the umpire must be followed throughout the game unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player.

SECTION 2. After the first inning the first batter in each inning shall be the batsman whose name follows that of the last man who completed his "time at bat" in the preceding inning. When the third out in an inning may be the result of a base runner leaving the base too soon on a pitched ball, the batsman cannot be put out or become a base runner. Therefore, the batsman shall be the first batsman in the next inning.

SECTION 3. A batsman has completed his "time at bat" when he has become a base-runner, as defined in Rule XXVII or has been put out according to the provisions of Rule XXI.

RULE XV. A FAIR HIT BALL

A fair hit ball is a legally batted ball that:

SECTION 1. Settles on fair ground between home and first base, or between home and third base.

SECTION 2. Is on, or over fair ground when bounding to the outfield.

SECTION 3. Touches first or third base.

SECTION 4. While on or over, fair ground touches the person or clothing of an umpire or a player.

SECTION 5. First falls on fair ground beyond first or third base.

A fair fly must be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is on fair or foul ground at the time he touches the ball.

Note.—A batted ball which first touches foul ground and then rolls or bounds into fair territory before having touched any object other than the playing field is a fair ball, provided it rolls or bounces into the diamond before reaching first or third base. A batted ball which first touches fair ground and rolls foul and then again rolls into the daimond before reaching first or third base is a fair ball, provided that while the ball was on or over foul territory it did not touch any person or thing other than the playing field.

RULE XVI. A FOUL HIT BALL

A foul hit ball is a legally batted ball that:

SECTION 1. Settles on foul ground between home and first base, or between home and third base.

SECTION 2. Bounds past first or third base on, or over, foul ground.

SECTION 3. Falls on foul ground beyond first or third base.

SECTION 4. While on, or over, foul ground touches the person or clothing of an umpire or a player.

Note.—A batted ball which touches any person, or object, such as a bat, glove, fence, bench or screen, or is handled by a fielder while on or over foul territory, is a foul ball regardless of where it may go thereafter.

RULE XVII. A FOUL TIP

A foul tip is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct to the catcher and is legally caught.

Any foul tip caught is a strike and the ball remains in play.

A foul hit ball which rises higher than the batsman's head shall not be a foul tip under this rule.

RULE XVIII. A BUNT HIT BALL

A bunt is a batted ball, not swung at by the batsman, but met with the bat and which does not go out of the infield. A ball which touches the bat while the batsman is attempting to avoid being hit by a pitched ball shall not be considered a bunted ball under this rule.

RULE XIX. BALLS BATTED OUTSIDE OF THE PLAYING FIELD

SECTION 1.—When a batted ball passes outside the playing field the umpire shall declare it fair or foul, according to where it leaves the playing field.

SCETION 2.—A fair-batted fly ball that goes over the fence or into a stand shall entitle the batsman to a home run, unless it pass out of the grounds or into a stand at a less distance than 200 feet from the home base, in which case the batsman shall be entitled to two bases only. In either event the batsman must touch the bases in regular order. The point at which the fence or stand is less than 200 feet from the home base shall be plainly indicated for the umpire's guidance.

SECTION 3. A fair hit ball that bounds or rolls into a stand or over, UNDER or THROUGH a fence or other obstruction marking the boundaries of the playing field shall be a two-base hit.

SECTION 4. The ball shall not be playable outside the established limits of the playing field. See Rule 1.

RULE XX. AN ILLEGALLY BATTED BALL

An illegally batted ball is a ball batted in any way by the batsman when either or both of his feet are upon the ground outside the lines of the batsman's position.

RULE XXI. WHEN BATSMAN IS OUT

The batsman is out:—

SECTION 1. If he does not bat next after the player who precedes him in the batting order.

If the error is discovered AFTER an improper batsman has completed his turn at bat and BEFORE there has been a pitch to another batsman, the player who should have batted is out.

Only the player who should have followed the player preceding him in the batting order is out.

If a player is called out for failing to bat, no act of the player who batted in place of the man called out is legal, and any runs scored or bases run while the improper batsman was at bat are nullified and all runners must return to the bases occupied when the improper batsman took his position in the batter's box.

The next batter is the player whose name follows that of the player called out for failing to bat.

If the error is discovered before the improper batsman has completed the turn at bat, the player who should have batted may replace the improper batsman at the plate, in which case the balls and strikes, if any, must be counted in the time at bat of the regular batsman.

If the error is discovered while the improper batsman is at bat and the proper batsman replaces him at the plate, then any runs scored or bases run while the improper batsman was at bat shall be legal.

If the improper batsman has completed his turn at bat and the ball has been pitched to another batsman, then the turn at bat of the improper batsman shall be legal and the next batter in order shall be the one whose name follows that of the improper batsman.

Players who have not batted and have not been called out under this rule have simply lost their turn at bat until reached again in the regular order.

Should the batsman declared out under this section be the third out and his side thereby put out, the proper batsman in the next inning shall be the player who would have come to bat had the players been put out by ordinary play in the preceding inning.

Note.—Much of the confusion in the application of this rule results from the use of the expression, "Batting Out of Turn". No player is called out for batting out of turn. It is the man who DOES NOT BAT in his proper place who is called out. Example—Number 2 in the batting order is on first base ; number 4 comes to bat in the place of number 3 (the proper batsman): while number 4 is at bat number 2 steals second and scores when number 4 singles, completing the time at bat. It is now discovered that number 3 did not bat. Number 3 is out for failing to bat in his proper place ; number 2 must return to first base ; number 4 must now return to the plate and bat in his proper place.

If the error in batting had not been discovered until the ball had been pitched to the player following number 4, no player could be called out ; the run would score ; number 4 would remain on first base ; number 5 would now be the proper batsman ; number 3 would simply have lost his turn at bat until reached again in the regular order.

SECTION 2.—If he fails to take his position within one minute after the umpire has called for the batsman.

SECTION 3.—If he makes a foul hit, other than a foul tip as defined in Rule XVII and the ball is caught by a fielder before touching the ground ; provided it is not caught in a fielder's hat, cap, protector, pocket or other part of his uniform, or does not strike some object other than a fielder before being caught.

SECTION 4.—If he bats the ball illegally as defined in Rule XX.

SECTION 5.—If he bunts foul after the second strike.

SECTION 6.—If he attempts to hinder the catcher from fielding or throwing the ball by stepping outside the lines of the batsman's position, or in any way obstructs or interferes with that player ; except that if a base-runner attempting to steal is put out the batsman shall not be out ; except, also, that the batsman shall not

be out under this section if the base-runner is declared out according to Section 17 of Rule XXX.

SECTION 7. Immediately after he has three strikes if there are no outs or one out AND there is a runner on first base, or runners on first and third bases.

Note.—Under this section the batsman does not become a base-runner, even though the third strike is not caught, thereby preventing a trick force play set up by the international dropping of a third strike.

If first base is not occupied, regardless of the number of outs, the batsman becomes a base-runner on three strikes and the third strike must be caught or he must be thrown out.

If two are out, whether or not first or any other base is occupied, the batsman becomes a base-runner on three strikes and the third strike must be caught or he must be thrown out. (Refer to Secs. 4, 5 and 6 Rule 30.)

SECTION 8.—If the third strike struck at and missed touch any part of the batsman's person.

SECTION 9.—If, before two are out, while first and second, or first, second and third bases are occupied, he hits a fair fly ball, other than a line drive, or a bunted fly ball, that is handled or in the opinion of the umpire would have landed, within or near the base lines.

SECTION 10.—If he steps from one batsman's box to the other while the pitcher is in his position ready to pitch.

Note.—No bases shall be run if the batter is declared out under Sections 4, 5, 6, 8 and 10 of this rule.

RULE XXII. DEFINITIONS

SECTION 1.—A *block* is a batted or thrown ball that is touched, stopped, or handled by a person not engaged in the game.

SECTION 2.—Whenever a block occurs the umpire shall declare it and base-runners may advance, without liability to be put out, one base in addition, to the one to which they were going at the start of the play in which the block occurs.

Note.—A wild pitch or passed ball shall not be a block under this rule.

SECTION 3.—A *wild pitch* is a legally delivered ball so high, low or wide of the plate that the catcher cannot, or does not, stop and control it with ordinary effort.

SECTION 4.—A *passed ball* is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

SECTION 5.—A *force-out* can be made only when a base-runner legally loses the right to the base he occupies by reason of the

batsman becoming a base-runner and he is thereby forced to advance.

RULE XXIII. BALL DEAD NOT IN PLAY

The ball is dead and not in play :

1.—If a pitched ball touches any part of the batsman's person or clothing while the batsman is standing in his position, whether the ball is struck at or not.

2.—In case of an illegally batted ball, or in case a batsman stepping from one box to the other when the pitcher is ready to pitch.

3.—In case of a foul hit ball not legally caught.

4.—In case of interference with the fielder or batsman.

5.—In case a fair hit ball strikes a base-runner or umpire before touching or before passing a fielder.

6.—In case an overthrown ball touches the person or clothing of a coacher.

7.—In case a block ball is declared.

8.—In case of an overthrow, if the ball touches any obstruction or person.

9.—In case of an illegally pitched ball, or a ball dropped or rolled along the ground by the pitcher.

10. In case "No Pitch" is declared.

11. In case a runner is called out for leaving his base too soon.

12. In case a wild pitch or passed ball goes under, over or through the backstop.

In all the foregoing cases the ball shall not be considered in play until it is held by the pitcher standing in pitching position and the umpire shall have called "Play."

RULE XXIV. BALL IN PLAY

The ball remains in play and the base-runners may at their own risk run bases or be put out :

1.—After a fly ball, either fair or foul, or a foul tip, has been legally caught.

2.—After "four balls" has been called, provided that the batsman cannot be put out before he reaches first base.

3.—After an interference by a fielder with a base-runner provided that the runner interfered with cannot be put out before he reaches the base to which he is going (Sec. 5, Rule XXVIII).

4.—After base-runners have reached the bases to which they are entitled under Sec. 7, Rule XXVIII.

5.—If a fair hit ball strikes an umpire or base-runner on fair ground after passing or touching a fielder. (Sec. 1, Rule XXVIII).

6.—If a fair hit ball strikes an umpire on foul ground. (Sec. 1, Rule XXVIII).

7.—In case of any overthrown ball which remains inside the foul lines.

8.—In case of any thrown or pitched ball which is not blocked or which does not touch an obstruction in foul territory. (Secs. 3 and 8, Rule XXVIII).

9.—In case a thrown or pitched ball strikes an umpire. (Sec. 4, Rule XXVIII).

Note.—Sec. 4, Rule XXVIII, does not put the ball out of play, but simply limits the advance of the runner.

10.—And in all cases except as provided in Rule XXIII.

RULE XXV. AN OVERTHROW

An overthrow is a ball thrown from one fielder to another to retire a runner who has not reached or is off his base, and which goes into foul territory on a play at first, third, or home base. The advance of runners on an overthrow shall be determined by the base occupied by the runner at the time of pitch preceding the overthrow.

Note.—The difference between an overthrow and a passed ball: An overthrow is made only in making a play on a runner, while a passed ball is always a pitched ball. Also that in order to be an overthrow under this rule the ball must go into foul territory. A ball thrown past or over a baseman, and which stays on fair ground, is not an overthrow. This rule applies only at first, third, and home. A ball overthrown in making a play at second base does not come under this rule, even though the ball may go into foul territory.

RULE XXVI. LEGAL ORDER OF BASES

SECTION 1.—The base-runner must touch each base in legal order, viz., first, second, third and home bases ; and when obliged to return while the ball is in play must retouch the base or bases in reverse order. He can only acquire the right to a base by touching it, before having been put out, and then shall be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding base-runner. However, no base-runner shall score a run to count in the game ahead of the base-runner preceding him in the batting order, if there be such preceding base-runner who has not been put out in that inning.

SECTION 2.—Having become a base-runner or having acquired legal title to a base, the base-runner cannot run bases in reverse order for the purpose either of confusing the fielders or making a travesty of the game. Runners are to be called out for violation of this rule.

SECTION 3.—In case a runner is being run down between bases, and the following runner occupies the same base the first runner has left, the second man cannot be put out while holding the said base. If the first runner, however, returns safely to the base he left, and both runners are there occupying the same base, the second runner is the man out, if touched with the ball.

SECTION 4.—The failure of a preceding runner to touch a base (and who is declared out therefore) shall not affect the status of a succeeding runner who touches each base in proper order; except that, after two are out, a succeeding runner cannot score a run when a preceding runner is declared out for failing to touch a base as provided in Rule XXX, Sec. 14. This exception also applies to a batsman who hits the ball out of the playing field for an apparent home run.

RULE XXVII. WHEN THE BATSMAN BECOMES A BASE-RUNNER

SECTION 1.—Instantly after he hits a fair ball.

SECTION 2.—Instantly after three strikes have been called, unless first base is occupied with less than two out. See Rule 21, Sec. 7; Rule 30, Secs. 4, 5, 6.

SECTION 3.—Instantly after "four balls" has been called by the umpire.

SECTION 4.—If the catcher interferes with him in, or prevents him from, striking at a pitched ball.

SECTION 5.—If a fair hit ball strikes the person or clothing of the umpire or a base-runner on fair ground.

SECTION 6. If a pitched ball, not struck at, touches any part of the batsman's person or clothing, while standing in his position, unless in the opinion of the umpire he plainly makes no effort to get out of the way of the pitched ball, in which case the umpire shall call a strike or ball in accordance with Rules 11 and 12.

Note.—A legally pitched ball which strikes the ground before hitting the batsman entitles the batsman to first base under the same conditions as though the ball had not struck the ground.

RULE XXVIII. ENTITLED TO BASES

The base-runner shall be entitled, without liability to be put out, to advance one base, except where more are specified in the following cases :

SECTION 1 (a). If, while the batsman, he becomes a base-runner by reason of "four balls."

(b) For being hit by a pitched ball.

(c) For being interfered with in striking at a pitched ball.

(d) If a fair hit ball strikes the person or blothing of an umpire or a base-runner before touching a fielder.

Note.—If a fair hit ball strikes the umpire or a base-runner after having passed a fielder other than the pitcher, or having been touched by a fielder (including the pitcher) the ball shall be considered in play. Also if a fair hit ball strikes an umpire on foul ground, the ball shall be in play.

SECTION 2.—If the umpire awards to a succeeding batsman a base on "four balls", or for being hit by a pitched ball, or for being interfered with by the catcher in striking at a pitched ball ; and the base-runner is thereby forced to vacate the base held by him.

SECTION 3.—If a ball delivered by the pitcher passes the catcher and touches any fence, building or backstop within 25 feet of home plate or if a pitched ball goes over, under or through the backstop, all base-runners shall be entitled to advance one base.

SECTION 4.—If a thrown or pitched ball strikes the person or clothing of an umpire, the ball shall be considered in play, and the base-runner, or base-runners, shall be entitled to not more than one base.

Note.—This section states an exception to the opening paragraph of this rule in which runners are entitled to advance without liability to be put out. It limits the advance of runners to one base, but makes it necessary for them to make that base.

SECTION 5.—If he is prevented, from making a base by the obstruction of a fielder, except when a fielder is trying to field a batted ball, unless the fielder has the ball in his hand ready to touch the base-runner. The ball is still in play as far as other base-runners are concerned, affecting the runner interfered with after he has reached the base to which he is entitled because of the interference.

SECTION 6.—It shall be illegal for the catcher to leave his designated position for the purpose of aiding the pitcher to give intentionally a base on balls to a batsman. If the catcher shall move out of position prior to the time of the ball leaving the pitcher's hand, all runners on bases shall be entitled to advance one base. Section 8, Rule X.

SECTION 7.—If the fielder stops or catches a batted ball or a thrown ball with his cap, glove, or any part of his uniform, while detached from its proper place on his person, the runner or runners shall be entitled to three bases if a batted ball, or two bases if a thrown ball, and in either case the runner may advance further at his own risk.

Note.—There is no penalty under this section unless the cap, glove or other part of the uniform actually touched the ball.

SECTION 8.—When, on any play which starts with a batted ball, the ball is overthrown into the foul territory at first, third, or home base, and the ball touches any obstruction or is blocked, the runner being played shall be entitled to advance one base beyond that at which the overthrow was made, and all other runners shall be entitled to the same number of bases as the man on whom the play was made. (Rule XXV). Number of bases to be determined by the base occupied at the time of the pitch preceding the overthrow.

Note.—If the ball is not blocked, or does not touch an obstruction, the ball remains in play and runners may advance at their own risk as far as they can make it.

SECTION 9.—If the pitcher drops or rolls the ball along the ground or if the pitcher makes an illegal delivery.

Note.—When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, failure to touch the base to which the runner is entitled before attempting to make the next base shall forfeit his exemption from liability to be put out, and the runner may be put out by a play at the base or by tagging him before he returns to the base to which he was entitled.

Should the runner so put out be the batsman at first base or any runner compelled to advance to make room for the batsman, and such out should be the third out in an inning, such out shall have the status of a force out.

This interpretation applies to all runners advancing as the result of the batsman being awarded a base on balls, runners advancing because of interference by a fielder, and runners advancing after a batted or thrown ball has been touched by any part of a fielder's equipment when detached from its proper place.

RULE XXIX. RETURNING TO BASES

The base-runner shall return to his base without liability to be put out :

SECTION 1.—If the umpire declares any foul not legally caught.

SECTION 2.—If the umpire declares an illegally batted ball.

SECTION 3.—If a thrown ball touches the coacher.

SECTION 4.—If the umpire declares a dead ball, unless it is also the fourth ball and he is thereby forced to take the next base.

SECTION 5.—If the person or clothing of the umpire, while stationed back of the bat, interferes with the catcher in attempt to throw.

SECTION 6.—If a pitched ball at which the batsman strikes but misses, touches any part of the batsman's person.

SECTION 7.—If the umpire is struck by a fair hit ball before touching a fielder ; in which case no base shall be run unless necessitated by the batsman becoming a base-runner, and no run shall be scored unless all bases are occupied.

SECTION 8.—If the umpire declares the batsman or base-runner out for interference ; in which case the base-runner shall return to the last base that was, in the judgment of the umpire, legally touched by him at the time of the interference.

In any and all the foregoing cases the base-runner is not required to touch the intervening bases in returning to the base to which he is legally entitled.

Note.—Runners returning under the foregoing sections must be allowed sufficient time to reach their bases and if, through oversight or design, the pitcher pitches the ball before runners have returned and touched the bases to which they are entitled, runners shall not be called out for being off their bases at the time of the pitch and may turn and advance as though they had legally left the base. Umpires will see that runners return promptly and without unreasonable delay.

SECTION 9.—Whenever a runner sliding into a base dislodges it from its proper position the base shall be said to follow the runner and a runner having made such a base safely shall not be out for being off such base until the runner has had opportunity to occupy such base again in proper position. (A runner who attempts to advance beyond the base dislodged before it is again in proper position shall forfeit this exemption.)

RULE XXX. WHEN BASE-RUNNERS ARE OUT

The base-runner is out:—

SECTION 1.—If, having made a fair hit ball while batsman, such fair hit ball is caught by a fielder before touching the ground

or any object other than a fielder ; provided it be not caught in a fielder's hat, cap, protector, pocket or other part of his uniform.

SECTION 2.—If, after a fair hit ball, the ball is securely held by a fielder while touching first base with any part of his person before such base-runner touches first base.

SECTION 3.—If, after a fair hit ball, he is touched with the ball in the hand of a fielder before he shall have touched first base.

Note.—It is sufficient if the runner be touched with the hand or glove in which the ball is held.

SECTION 4.—If the third strike be legally caught by a fielder before touching the ground.

SECTION 5.—If after three strikes he be touched with the ball in the hand of a fielder before he shall have touched first base.

SECTION 6.—If after three strikes the ball be securely held by a fielder while touching first base with any part of his person before such runner touches first base.

Note.—Sections 4, 5 and 6 of this rule show how the player who was the batsman is put out after three strikes, except as shown in Sec. 7 of Rule 21. Read, also Sec. 2 of Rule 27.

SECTION 7.—If, in running the last half of the distance from home to first base, while the ball is being fielded to first base, he runs outside the three-foot line, as defined in Rule III and, in the opinion of the umpire, interferes with the fielder taking the throw at first base ; except that he may run outside the three-foot line to avoid a fielder attempting to field a batted ball.

Note.—If the runner runs on or inside the base-line and in any way interferes with the play being made at first base, he should be called out. Unless there is a play at first base and an interference with that play, the runner is not to be called out for running outside the three foot lines.

SECTION 8.—If, in running to any base, he runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by a ball in the hand of a fielder. But in case a fielder be occupying a base-runner's proper path in attempting to field a batted ball, then the base-runner shall run out of the direct line to the next base and behind such fielder and shall not be declared out for so doing.

Note.—It is not necessary for the runner to follow the direct line between the bases unless a fielder, in the direct line, actually has the ball in his possession. Read this section in connection with Section 5 of Rule XXVIII. Notice that actual possession of the ball is the controlling factor.

SECTION 9.—If he fails to avoid a fielder attempting to field a batted ball in the manner described in this rule, or in any way

obstructs a fielder in attempting to field a batted ball, or intentionally interferes with a thrown ball ; provided that if two or more fielders attempt to field a batted ball, and the base-runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not decide the base-runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such batted ball. If a fair hit ball goes through an infielder and hits a runner immediately back of him, the umpire must not declare the runner out for being hit by a batted ball. In making such decision the umpire must be convinced that the ball passed through the infield and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a hit ball, on which the infielder has missed a play, then the runner must be called out for interference.

SECTION 10.—If at any time while the ball is in play he is touched by the ball in the hands of a fielder, unless some part of his person is touching the base he is entitled to occupy ; provided, however, that the ball is held by the fielder after touching him, unless the base-runner deliberately knocks it out of his hand. The ball must be held firmly by the fielder after touching the runner. The ball cannot be juggled even though the fielder may retain possession of the ball and prevent same from dropping to the ground.

SECTION 11.—If, when a fair or foul bit ball (other than a foul tip), is legally caught by a fielder, such ball is legally held by a fielder on the base occupied by the base runner when such ball is batted, or the base-runner is touched with the ball in the hand of a fielder, before he retouches such base after such fair or foul hit ball is so caught ; provided that the base-runner shall not be out in such case, if, after the ball is legally caught, it is delivered to the bat by the pitcher before the fielder holds it on said base, or touches the base-runner out with it ; but if the base-runner, in attempting to reach a base, detaches it from its fastening before being put out, he shall be declared safe. A base-runner who holds his base on a fly ball shall have the right to advance the moment the ball touches a fielder.

Note.—This is an appeal play and the umpire should not make any decision until his attention has been called to it and the play actually made at the base in question.

An out declared under this rule is not a force-out and when such out is the third out in an inning, any run scored before the out is actually made will count.

SECTION 12.—If, when the batsman becomes a base-runner the first base or the first and second bases, or the first, second and third bases are occupied, any base-runner so occupying a base shall cease to be entitled to hold it, and may be put out at the next base in the same manner as in running to first base, or by being touched with the ball in the hands of a fielder at any time before any base-runner following him in the batting order is put out, unless the umpire shall decide the hit of the batsman to be an infield fly.

SECTION 13.—If a fair hit ball strikes him while on or off a base before touching a fielder, and, in such case, no base shall be run or run scored unless necessitated by the batsman becoming a base-runner. No other base-runner be put out until the umpire puts the ball bark into play.

SECTION 14.—If, when advancing bases, or being obliged to return to a base, unless the ball is dead, he fails to touch the intervening base or bases, if any, in regular or reverse order, as the case may be, he may be put out by the ball being held by a fielder on any base he failed to touch, or by being touched with the ball in the hand of a fielder in the same manner as in running to first base ; provided that the base-runner shall not be out in such a case if the ball be delivered to the bat by the pitcher before the play is made on the runner or at the base.

Note 1.—This is an appeal play and the umpire should not make any decision until his attention has been called to it and the play actually made at the base in question.

Note 2.—An out under this section is not a force-out, unless the base missed is first base, or a base to which the runner is forced to advance by reason of the batter becoming a base-runner. When such out is the third out in an inning, any run scored before the play is actually made at the base will count.

SECTION 15.—If he leaves or fails to keep contact with the base which he is entitled to occupy while the pitcher has the ball in pitching position and until a legally pitched ball has left the hands of the pitcher.

Note 1.—This does not require the pitcher to be in full pitching position as shown in Rule 9.

Note 2.—Unless a runner has already started to advance, he must return and make contact with his base immediately after the pitcher has both feet on the rubber with the ball in his possession. A runner who has left his base legally on a previous pitch and who is making no attempt to advance may be forced back by playing him, or he must be given a reasonable time to return. If the pitcher pitches withouut giving the runner sufficient time to return it relieves the runner of the necessity of returning and he may advance as though he had left the base legally. A runner who has already started to advance cannot be stopped by the pitcher receiving the ball while on the rubber, nor by stepping onto the rubbeı with the ball in his possession.

This section has been changed back to the wording of the 1948 rule and the note made part of the rule. It now makes it necesssary for a runner to make and keep contact with his base when the pitcher is on the ruubber and has the ball in his possession.

SECTION 16.—If, when the umpire calls "Play", after the suspension of a game, he fails to return to and touch the base he occupied when "Time" was called before touching the next base; provided that the base-runner shall not be out, in such case, if the ball is delivered to the bat by the pitcher before the fielder holds it on said base or touches the base-runner with it.

SECTION 17.—If, with one out, or none out, and a base-runner on third base, the batsman interferes with a play being made at home plate.

SECTION 18.—If he passes a preceding base-runner before such runner has been legally put out, he shall be declared out immediately.

SECTION 19.—If, in the judgment of the umpire, the coacher at third base by touching or holding the runner physically assists him in returning to or leaving third base. The runner, however, shall not be declared out if no play is being made on him.

SECTION 20.—The base runner in running to first base may overrun said base after touching it in passing without incurring liability to be put out for being off said base, regardless of which direction he turns, provided he returns at once and touches the base, after which he may be put out as at any other base. If, after over-running first base, he attempts to run to second base before returning to first base, he shall forfeit such exception from liability to be put out.

Note.—This is an appeal play and the umpire should not make any decision until his attention has been called to it and the play actually made at the base in question.

SECTION 21.—If, the coacher stationed near third base shall run in the direction of home base on or near the base-line while a fielder is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, or a fly ball, and thereby draws a throw to home base; the base-runner entitled to third base shall be declared out by the umpire for the coacher's interference.

SECTION 22.—If one or more members of the team at bat stand or collect at or around a base for which a base-runner is trying, thereby confusing the fielding side and adding to the difficulty of making such a play, or if a member of the team at bat obstructs or interferes with any play being made upon a base-runner, the

base-runner shall be called out for the interference of his team-mate or team-mates.

SECTION 23.—If he runs bases in reverse order as defined in Rule XXVI, SECTION 2.

Note.—Under sections of this rule applying to the touching of bases, it is presumed that the bases are secuurely fastened in position.

When a base is dislodged from its proper position it shall be replaced at the earliest possible moment. A runner who accidentally dislodges a base and runners following in the same series of play shall not be compelled to follow a base unreasonably out of position.

RULE XXXI. SCORING OF RUNS

SECTION 1.—One run shall be scored every time a base-runner, after having legally touched the first three bases, shall legally touch the home base before three men are put out ; provided, however, that if he reaches home on or during a play in which the third man is forced out or is put out before reaching first base, a run shall not count ; also if the third out is made by a preceding runner failing to touch a base a run shall not count.

Note 1.—No run shall be scored on any play in which the third man is called out for leaving his base before a pitched ball has left the pitcher's hand.

Note 2.—An out for leaving a base too soon on a caught fly ball is not a force-out and when such an out is the third out in an inning any run scored before the out was actually made will count.

Note 3.—In case of a runner failing to touch a base, if the base missed is the one to which a runner is forced to advance by reason of the batsman becoming a base-runner, and the out is the third out in an inning, no run scored in that series of plays will count, regardless of whether the runs were across the plate before the out was actually made.

RULE XXXII. UMPIRES

1. *Powers and Duties.* The umpires are the representatives of the league or organization by which they have been assigned to a particular game, and as such are authorized and required to enforce each section of these rules. They shall have power to order a player, coach, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.

2. *Single Umpire.* If but one umpire be assigned, his duties and jurisdiction shall extend to all points, and he shall be permitted to take his stand in any part of the field that in his opinion will best enable him to discharge his duties.

3. *Plate Umpire.* The Plate Umpire shall take his position back of the catcher ; he shall have full charge of and be responsible for the proper conduct of the game. With the exception of the decisions to be made by the Base Umpire, as described in SECTION 4 of this rule, the Plate Umpire shall render all the decisions that ordinarily devolve upon a single umpire.

He shall call balls and strikes, he shall determine whether a batted ball is fair or foul, whether a fly ball has been caught, whether a batter bunts, whether a pitched ball touches the person or clothing of the batter, and whether or not a fly ball is an infield or an outfield fly.

He shall render base decisions in the following instances:

(*a*) If the ball is hit fair, with a runner on first or second base he must go to third base to make a possible decision.

(*b*) With more than one base occupied, he shall, on appeal, decide whether or not a runner on third leaves that base before a fly ball is caught.

(*c*) In case of a runner being caught between third and home, when more than one base is occupied, he shall make the decision on the runner nearest home plate ; he shall have equal authority with the Base Umpire in calling a runner out for leaving his base too soon.

4. *Base Umpire.* The Base Umpire shall take such positions on the playing field as in his judgment are best suited for the rendering of base decisions.

He shall render all decisions at first and second bases and all decisions at third base except those to be made by the Plate Umpire in accordance with Section 3. He shall also have equal authority with the Plate Umpire in calling "illegal" pitches.

He shall aid the Plate Umpire in every manner in enforcing the rules of the game and with the exception of declaring a forfeiture, shall have equal authority with the Plate Umpire in removing players from the game.

5. *No Conflict of Authority.* Under no circumstances shall either umpire criticize or interfere with a decision unless asked to do so by his associate. In case the manager or captain of a team seeks a reversal of a decision, the umpire making the decision may, if he is in doubt, ask his associate for information before acting on the manager's or captain's appeal. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested an opinion of the other.

6. *Penalties for Violation.* It is the duty of Coachers to give instructions and direction to their own players. Umpires shall not permit Coachers, under subterfuge of talking to their own players or otherwise, to make disparaging or insulting remarks to or about opposing players, officials or spectators.

In all cases of violation of these rules by a player, coach, or manager, the penalty shall be the prompt removal of the offender from the game and grounds. In the event of the removal of a player, coach or manager, he shall go direct to the club house and remain there during the progress of the game, or leave the grounds ; and a failure to do so will warrant a forfeiture of the game.

Umpires shall not permit any person connected with any team to continue to violate any rule, even though there is a penalty attached to the specific violation, and, after due warning, shall remove such person from the game.

7. *Cannot Change Umpire.* The umpire cannot be changed during a game by the consent of the contesting clubs unless the official is incapacitated from service by injury or illness.

Note.—There seems to be some confusion as to the authority of umpires when two or more are working.

The powers and duties of both the Plate and the Base Umpires are clearly set forth in the rule, and, except where the rule provides that the authority is equal, each has exclusive jurisdiction in making the decisions assigned to him.

There is a mistaken idea that sometimes one umpire reverses a decision made by another. There is also a mistaken idea that an umpire, once having made a decision, cannot reverse that decision.

It must be remembered that it is the duty of an umpire to make correct decisions, and that the speed of action and the conditions surrounding a play may make this very difficult.

If, however, an umpire finds that he has mis-called a play, it is not only his right but his duty to call the play correctly.

In reaching his conclusion it is his privilege to consult his associate who, at the time, may have been in better position to see just what took place. The associate may, however, only express his opinion, the final decision must rest with the umpire whose business it was to make that decision.

Umpires should be very careful not to express their opinion on a play called by another umpire unless the umpire who made the decision, himself, requests an opinion.

When an umpire finds it necessary to reverse himself, this should be done before any succeeding play takes place.

8. *Suspension of play.* When two or more umpires are working, any one of them may suspend play when in his judgment conditions justify such action. The umpire suspending shall audibly call, "Time" and indicate the suspension of play by ex-

tending the arms above the head. Other umpires shall immediately acknowledge the suspension of play by like action.

Umpires shall not call "Time" after the pitcher has started his wind-up nor while any play is in action. In case of injury to a player time shall not be called until all players then in action are completed or the runners have been held at their bases.

Play shall be suspended whenever the Plate Umpire leaves his position to brush the plate or to perform other duties not directly connected with the calling of plays, and if through oversight "Time" has not been called, play shall be suspended from the time the plate umpire leaves his position and until he had resumed his position and has started play.

Umpires should be particularly careful about the suspension of play when players, coachers or managers leave their positions or encroach upon the playing field for the purpose of requesting "time out" or to dispute the calling of play. Such action shall not be permitted to interfere with any play already in action by the opponent, and an illegal pitch shall not be called against a pitcher who halts delivery because of such action on the part of an opponent.

Whenever a batsman or a pitcher steps out of position for a legitimate reason the umpire shall suspend play. When a batsman steps out after a pitcher is in motion the umpire shall call a ball or strike when the pitch is completed. Neither the pitcher nor the batsman should be permitted to continue this practice simply to annoy each other or to delay the game.

Base Umpires are the assistants of the Plate Umpire and the Plate Umpire shall have the authority to determine whether the pitcher was in motion or players were in action at the time play was suspended.

Umpires may refuse to impose the penalty for a violation when the imposition of such penalty would benefit the offending team. For example—should the catcher interfere with the batsman in striking at a pitched ball, and the batsman so hit the ball that he and other runners advance safely on the play, the umpire may disregard the interference.

Lawn Tennis

RULES OF THE GAME AS ADOPTED BY THE LAWN TENNIS ASSOCIATION

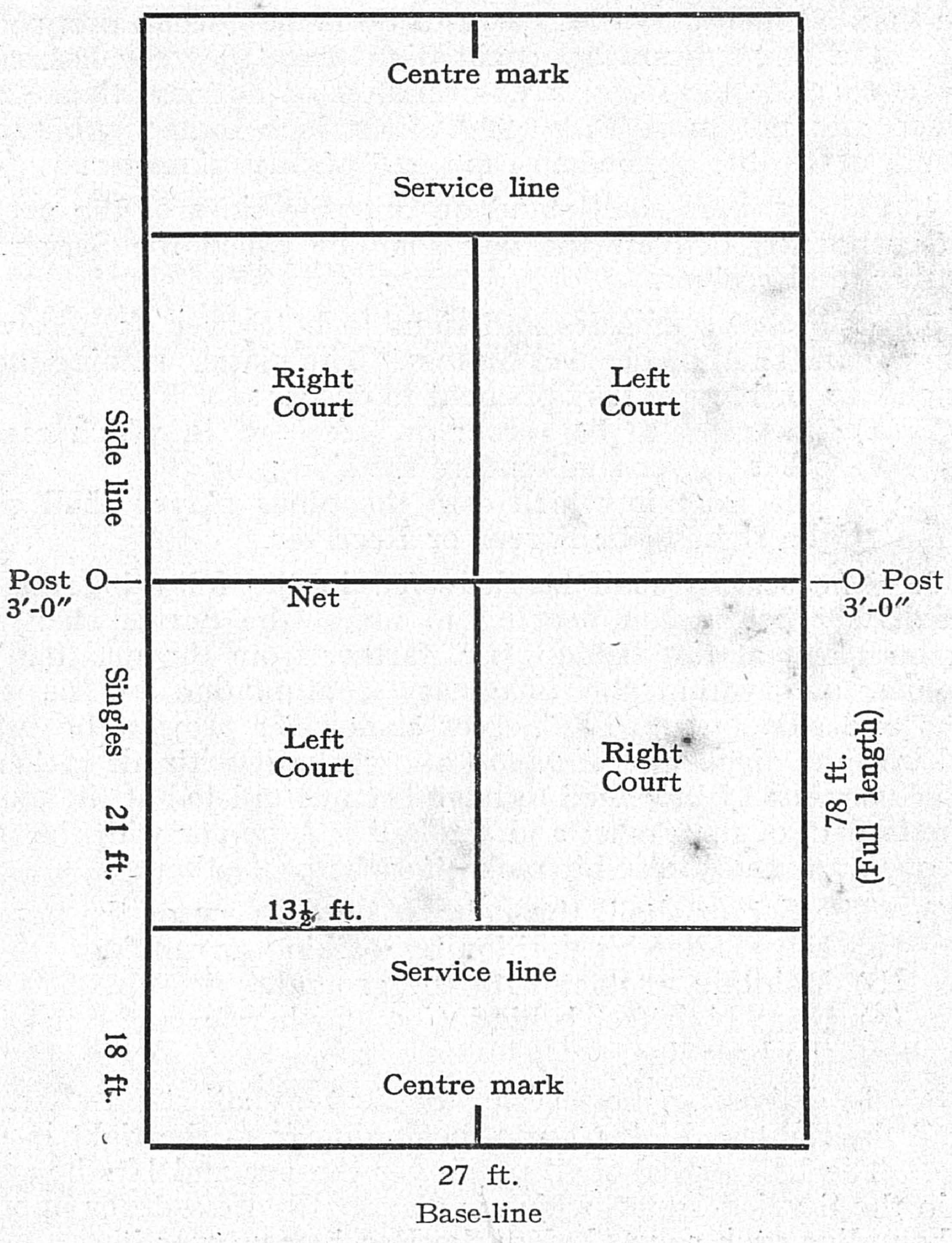
THE SINGLES GAME

1. The Court shall be a rectangle, 78 feet long and 27 feet wide. It shall be divided across the middle by a net, suspended from a cord or metal cable of a maximum diameter of $\frac{1}{3}$ of an inch, the ends of which shall be attached to, or pass over, the tops of two posts, 3 feet 6 inches high, which shall stand 3 feet outside the Court on each side. The height of the net shall be 3 feet at the centre, where it shall be held down taut by a strap not more than 2 inches wide. There shall be a band covering the cord or metal cable and the top of the net for not less than 2 inches not more than $2\frac{1}{2}$ inches in depth on each side. The lines bounding the ends and sides of the Court shall respectively be called the Base-lines and the Sides-lines. On each side of the net at a distance of 21 feet from it and parallel with it, shall be drawn the Service-lines. The space on each side of the net between the service-line and the side-lines shall be divided into two equal parts called the service courts by the centre service-line, which must be 2 inches in width, drawn half-way between and parallel with, the side-lines. Each base-line shall be bisected by an imaginary continuation of the centre-service-line to a line 4 inches in length and 2 inches in width called the centre-mark drawn inside the Court, at rightangles to and in contact with such base-line. All other lines shall be not less than 1 inch or more than 2 inches in width, except the base-lines, which may be 4 inches in width, and all measurements shall be made to the outside of the lines.

Note.—In the case of International Lawn Tennis Championship (Davis Cup) or other official championships of the International Federation, there shall be a space behind each base-line of not less than 21 feet, and at the sides of not less than 12 feet.

2. The permanent fixtures of the Court shall include not only the nets, posts, cords or metal cable, strap and band, but also, where there are any such, the back and side-stops, the stands, fixed or movable seats and chairs round the Court, and their occupants, all other fixtures around and above the Court, and the Umpire, Footfault Judge and Linesmen when in their respective places.

THE SINGLES COURT



The Doubles Court is larger than the "Singles Court" by a "Corridor" or "Alley" 4 ft. 6 in. wide down each side popularly known as the "tram lines."

3. The ball shall have a uniform outer surface. If there are any seams they shall be stitchless. The ball shall be more than $2\frac{1}{2}$ inches and less than $2\frac{5}{8}$ inches in diameter, and more than 2 oz., and less than 2-1/16 oz. in weight. The ball shall have a bound of more than 53 inches and less than of 58 inches, when dropped 100 inches at a temperature approximating to 68 degrees Fahrenheit, upon a concrete base and a deformation of not less than ·265 of an inch and not more than ·290 of an inch when subjected to pressure of 18 lbs. applied to each end of any diameter.

4. The players shall stand on opposite sides of the net ; the player who first delivers the ball shall be called the Server, and the other the Receiver.

5. The choice of sides and right to be Server or Receiver in the first game shall be decided by toss. The player winning the toss may choose, or request his opponent to choose:—

(a) The right to be Server or Receiver, in which case the other player shall choose the side ; or

(b) The side, in which case the other player shall choose the right to be Server or Receiver.

6. The service shall be delivered in the following manner: Immediately before commencing to serve, the Server shall stand with both feet at rest behind (*i.e.* farther from the net than) the base-line, and within the imaginary continuation of the centre marks and side lines. The Server shall then project the ball by hand into the air *in any direction* and strike it with his racket and the delivery shall be deemed to have been completed at the moment of the impact of the racket and the ball. A player with the use of only one arm may utilise his racket for the projection.

7. The Server shall, throughout the delivery of the service—

(a) Not change his position by walking or running.

(b) Maintain contact with the ground.

(c) Keep both feet behind (*i.e.*, farther from the net than) the base-line.

8. In delivering the service, the Server shall stand alternately behind the right and left Courts, beginning from the right in every game. The ball served shall pass over the net and hit the ground within the Service-Court, which is diagonally opposite or upon any line bounding such court, before the Receiver returns it.

9. The service is a fault (a) if the Server commit any breach of Rules 6, 7 or 8 ; (b) if he miss the ball in attempting to strike it ; (c) if the ball served touch a permanent fixture (other than the net, strap or band) before it hits the ground.

10. After a fault (if it be the first fault) the Server shall serve again from behind the same half of the Court from which he served that fault unless it was a fault because he served from behind the wrong half, when he shall be entitled to deliver one service from behind the other half. A fault may not be claimed after the next service has been delivered.

11. The Server shall not serve until the Receiver is ready. If the latter attempt to return the service, he shall be deemed ready. If, however, the Receiver signify that he is not ready, he may not claim a fault because the ball does not hit the ground within the limits fixed for the service.

12. The service is a let (a) if the ball served touch the net, strap or band, provided the same be otherwise good ; (b) if a service of fault be delivered when the Receiver is not ready (see Rule 11). In case of a let the service counts for nothing, and the Server shall serve again, but a let does not annul a previous fault.

13. At the end of the first game the Receiver shall become Server, and the Server Receiver ; and so on alternately in all the subsequent games of a match. If a player serves out of turn, the player who ought to have served shall serve as soon as the mistake is discovered, but all points scored before such discovery shall be reckoned. If a game shall have been completed before such discovery, the order of service remains as altered. A fault served before such discovery shall not be reckoned.

14. A ball is in play from the moment at which it is delivered in service (unless a fault or a let), and remains in play till the point is decided.

15. The Server wins the point (a) if the ball served touch the Receiver or anything which he wears or carries before it hits the ground: (b) if the Receiver otherwise lose the point as provided by Rule 17.

16. The Receiver wins the point (a) if the Server serve two consecutive faults ; (b) if the Server otherwise lose the point as provided by Rule 17.

17. A player loses the point if:—

(a) He fail, before the ball in play has hit the ground twice consecutively, to return it directly over the net [except as provided in Rule 21 (a) or (c)] ; or

(b) He return the ball in play so that it hits the ground, a permanent fixture, or other objects, outside any of the lines which bound his opponent's Court except as provided in Rule 21 (a) and (c) ; or

(c) He volley the ball and fail to make a good return even when standing outside the Court ; or

(d) He touch or strike the ball in play with his racket more than once in making a stroke ; or

(e) He or his racket (in his hand or otherwise) or anything which he wears or carries touch the net, posts, cord, or metal cable, strap or band or the ground within the opponent's Court at any time while the ball is in play ; or

(f) He volleys the ball before it has passed the net ; or

(g) The ball in play touch him or anything that he wears or carries, except his racket in his hand or hands ; or

(h) He throws his racket at and hits the ball.

18. If a player commits any act either deliberate or involuntary which, in the opinion of the Umpire, hinders his opponent in making a stroke, the Umpire shall in the first case award the point to the opponent, and in the second case order the point to be replayed.

19. A ball falling on a line is regarded as falling in the Court bounded by that line.

20. If the ball in play touches a permanent fixture (other than the net, posts, cord or metal cable, strap or band) after it has hit the ground, the player who struck it wins the point ; if before it hits the ground, his opponent wins the point.

21. It is a good return:—

(a) If the ball touches the net, posts, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the Court ; or

(b) If the ball, served or returned, hits the ground within the proper Court and rebound or be blown back over the net, and the player whose turn it is to strike reaches over the net and plays the ball, provided that neither he nor any part of his clothes or racket touch the net, posts, cord or metal cable, strap or band, or the ground within his opponent's Court, and that the stroke be otherwise good ; or

(c) If the ball be returned outside the post, either above or below the level of the top of the net, even though it touches the post, provided that it hits the ground within the proper Court ; or

(d) If a player's racket passes over the net after he has returned the ball, provided the ball passes the net before being played and be properly returned ; or

(e) If a player succeeds in returning the ball, served or in play, which strikes a ball lying in the Court.

Note.—If for the sake of convenience a double court be equipped with singles posts for the purposes of a singles game, then the doubles posts and those portions of the net, cord or metal cable and band outside such singles post shall be permanent fixtures.

22. In case a player is hindered in making a stroke by anything not within his control, except a permanent fixture of the court, the point shall be re-played.

23. If a player wins his first point, the score is called 15 for that player ; on winning his second point, the score is called 30 for that player, on winning his third point the score is called 40 for that player, and the fourth point won by a player is scored game for that player, except as below:—

If both players have won three points, the score is called deuce ; and the next point won by a player is scored advantage for that player. If the same player wins the next point, he wins the game: if the other player wins the next point, the score is again called deuce: and so on, until a player wins the two points immediately following the score at deuce, when the game is scored for that player.

24. The player who first wins six games wins a set except as below:

If both players have won five games, the score is called games-all and the next game won by a player is scored advantage game for that player. If the same player wins the next game, he wins the set ; if the other player wins the next game, the score is again called games-all ; and so on until a player wins two games more than his opponent, when the set is scored for that player.

25. The players shall change sides at the end of the first, third and every subsequent alternate game of each set, and at the end of each set, unless the total number of games in such set be even, in which case the change is not made until the end of the first game of the next set.

26. The maximum number of sets in a match shall be 5, or, where women take part, 3.

27. Except where otherwise stated, every reference in these Rules to the masculine includes the feminine gender.

28. In matches where an Umpire is appointed, his decision shall be final ; but where a Referee is appointed an appeal shall lie to him from the decision of an Umpire on a question of law, and in all such cases the decision of the Referee shall be final.

The Referee, in his discretion, may at any time postpone a match on account of darkness or the condition of the ground or the weather. In any case of postponement the previous score and previous occupancy of courts shall hold good, unless the Referee and the players unanimously agree otherwise.

29. Play shall be continuous from the first service till the match be concluded ; provided that after the third set, or when women take part, the second set, either player is entitled to a rest which shall not exceed 10 minutes, and provided further that when necessitated by circumstances within the control of the players, the Umpire may suspend play for such a period as he may consider necessary. These provisions shall be strictly construed, and play shall never be suspended for the purpose of allowing a player to recover his strength or his wind. The Umpire shall be the sole judge of intentional delay, and after giving due warning he may disqualify the offender.

Note.—Any Nation is at liberty to modify the first provisions in this Rule or omit it from its regulations governing tournaments, matches or competitions held in its own country, other than the International Lawn Tennis Championship (Davis Cup).

THE DOUBLES GAME

30. The above rules shall apply to the Doubles game except as below.

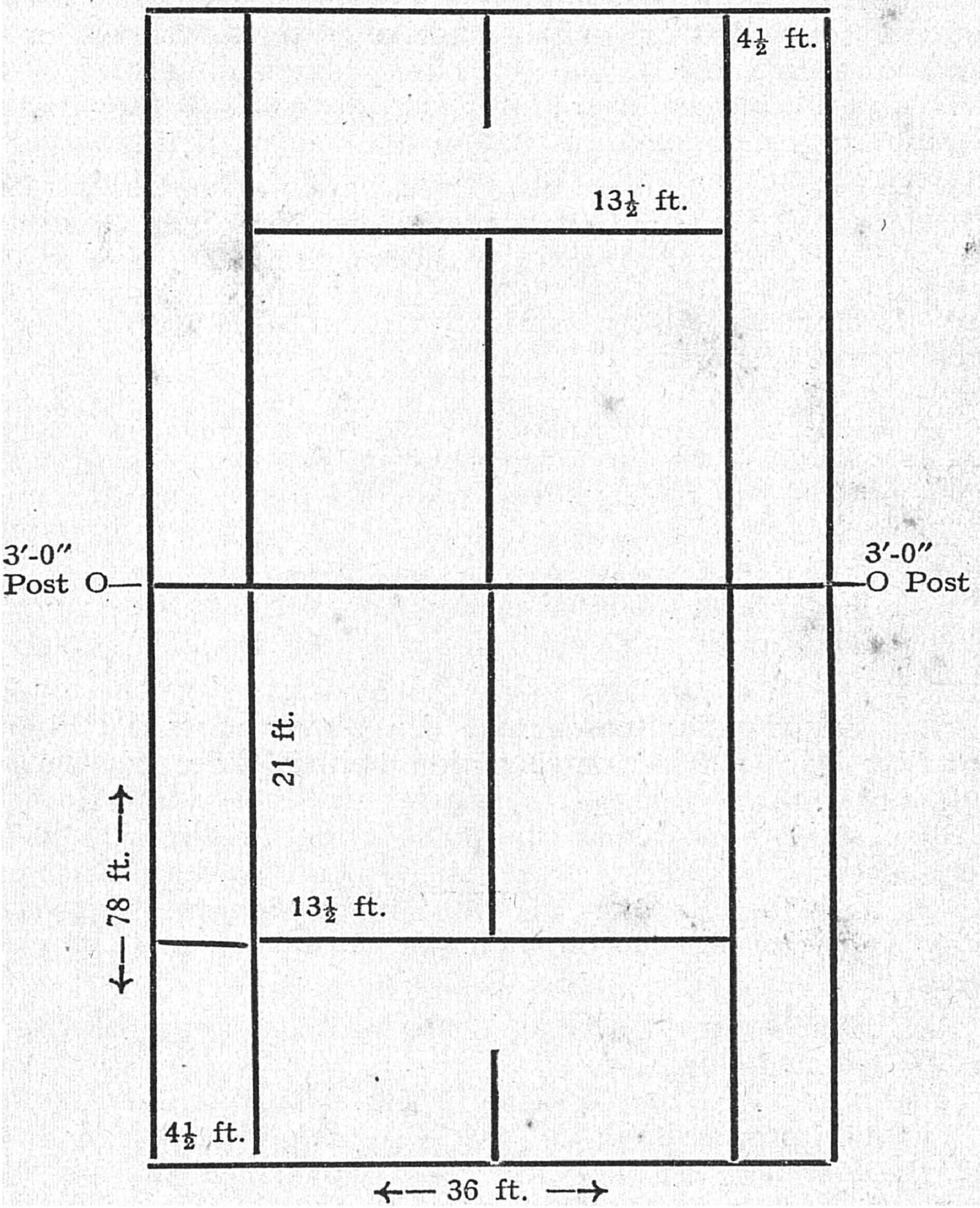
31. For the Doubles game, the Court shall be 36 feet in width, *i.e.*, 4½ feet wider on each side than the Court for the Singles Game and those portions of the singles side-lines which lie between the two service-lines shall be called the service-side-lines. In other respects the Court shall be similar to that described in Rule I, but the portions of the Singles side-lines between the base-line and service-line on each side of the net may be omitted, if desired.

32. The order of serving shall be decided at the beginning of each set as follows:—

The pair who have to serve in the first game of each set shall decide which partner shall do so and the opposing pair shall decide similarly for the second game. The partner of the player who served in the first game shall serve in the third ; the partner of the player who served in the second game shall serve in the fourth, and so on in the same order in all the subsequent games of a set.

33. The order of receiving the service shall be decided at the beginning of each set as follows :—

THE DOUBLES COURT



The pair who have to receive the service in the first game shall decide which partner shall receive the first service, and that partner shall continue to receive the first service in every odd game throughout the set. The opposing pair shall likewise decide which partner shall receive the first service in the second game and that partner shall continue to receive the first service in every even game throughout that set. Partners shall receive the service alternately throughout each game.

34. If a partner serves out of his turn, the partner who ought to have served shall serve as soon as the mistake is discovered, but all points scored and any fault served before such discovery shall be reckoned. If a game shall have been completed before such discovery, the order of service remains as altered.

35. If during a game the order of receiving the service is changed by the receivers it shall remain as altered until the end of the game in which the mistake is discovered, but the partners shall resume their original order of receiving in the next game of that set in which they are receivers of the service.

36. The service is a fault as provided for by Rule 9, or if the ball served touch the server's partner or anything which he wears or carries, but if the ball served touched the partner of the receiver or anything which he wears or carries, before it hits the ground, the server wins the point.

37. The ball shall be struck alternately by one or other player of the opposing pairs, and if a player touches the ball in play with his racket in contravention of this Rule, his opponents win the point.

Badminton (Shuttle)

RULES AS ADOPTED BY THE INTERNATIONAL BADMINTON ASSOCIATION

1.—The Court shall be laid out as in the diagram "A" and defined by white or black line, $1\frac{1}{2}$ inches wide.

Note.—Where space does not permit of the marking out of a full size court referred to above, a court may be marked out for single play only as shown in diagram "B."

2.—The Net shall be made of the tanned cord of $\frac{3}{4}$ of an inch mesh, and shall be firmly stretched from post to post and sufficiently long, when so stretched, to extend to the side boundary lines, and be 2 ft. 6 in. in depth. The top of the net shall be 5 ft. in height at the centre and 5 ft. 1 in. at the posts, and shall be edged with a 3 in. white tape doubled and supported by a cord run through the tape and strained over and flush with the top of the posts.

3.—The posts shall be 5 ft. 1 in. height, and shall be sufficiently firm to keep the net strained as above.

4.—The shuttles shall weigh from 73 to 85 grains, and shall have from 14 to 16 feathers fixed in a cork 1 in. to $1\frac{1}{8}$ in. in diameter. The feathers shall be from $2\frac{1}{2}$ to $2\frac{3}{4}$ inches in length, shall have from $2\frac{1}{8}$ to $2\frac{1}{2}$ inches spread at the top, and shall be firmly fastened with thread or other suitable material. *Note.*—A shuttlecock shall be deemed to be of correct pace if, when a player of average strength strikes it with a full underhand stroke with a reasonably tightly strung racket from a spot immediately above one back boundary line in a line parallel to the side lines, and at an upward angle, it falls not less than 1 ft. and not more than 2 ft. 6 in. short of the back boundary line.

THE FOUR-HANDED OR DOUBLES GAME

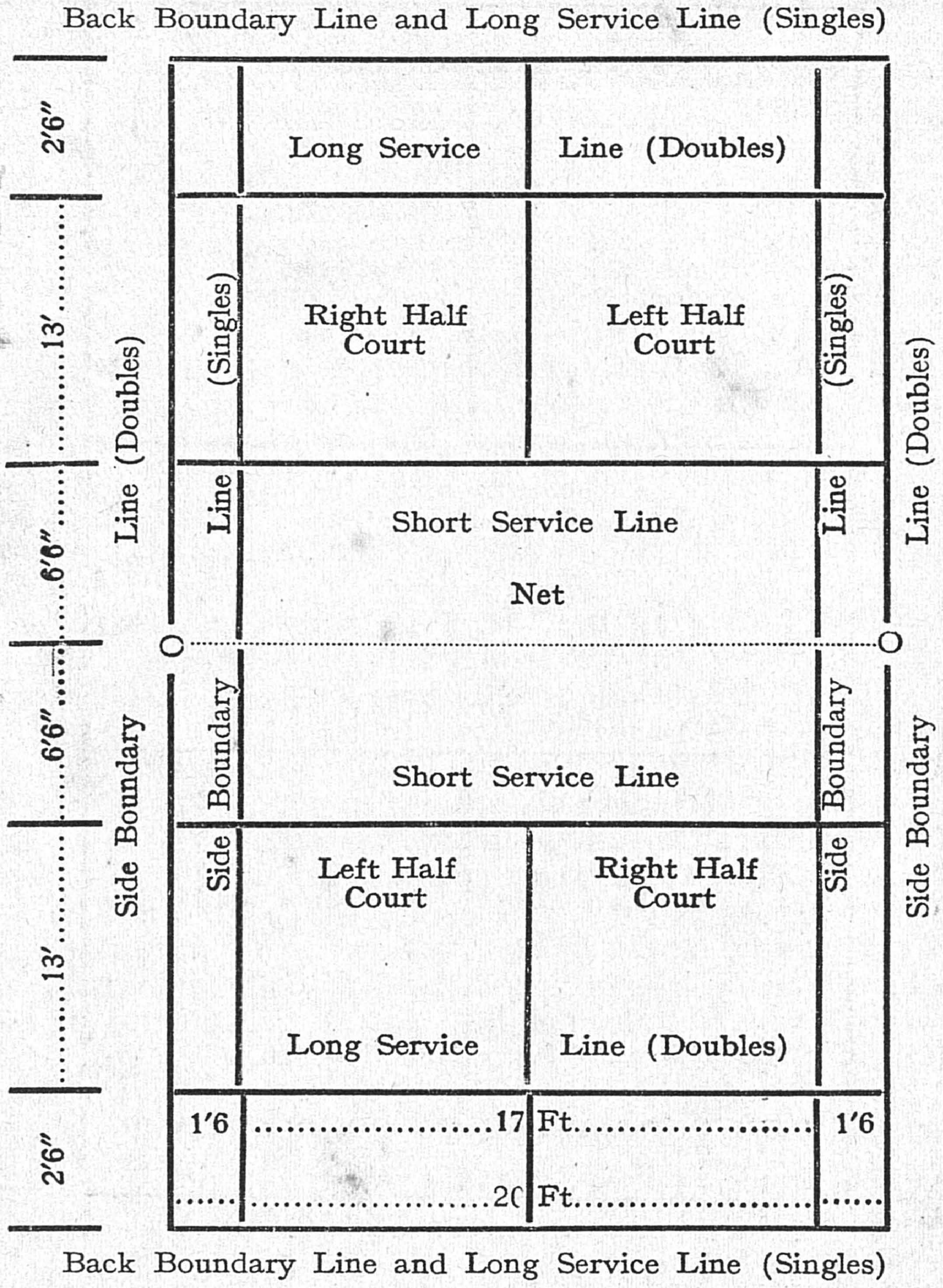
5.—The game is played by two players a side.

6.—THE CHOICE OF COURT : The side winning the toss shall have first choice of—

(a) Serving first ;
(b) Not serving first ;
(c) Ends.

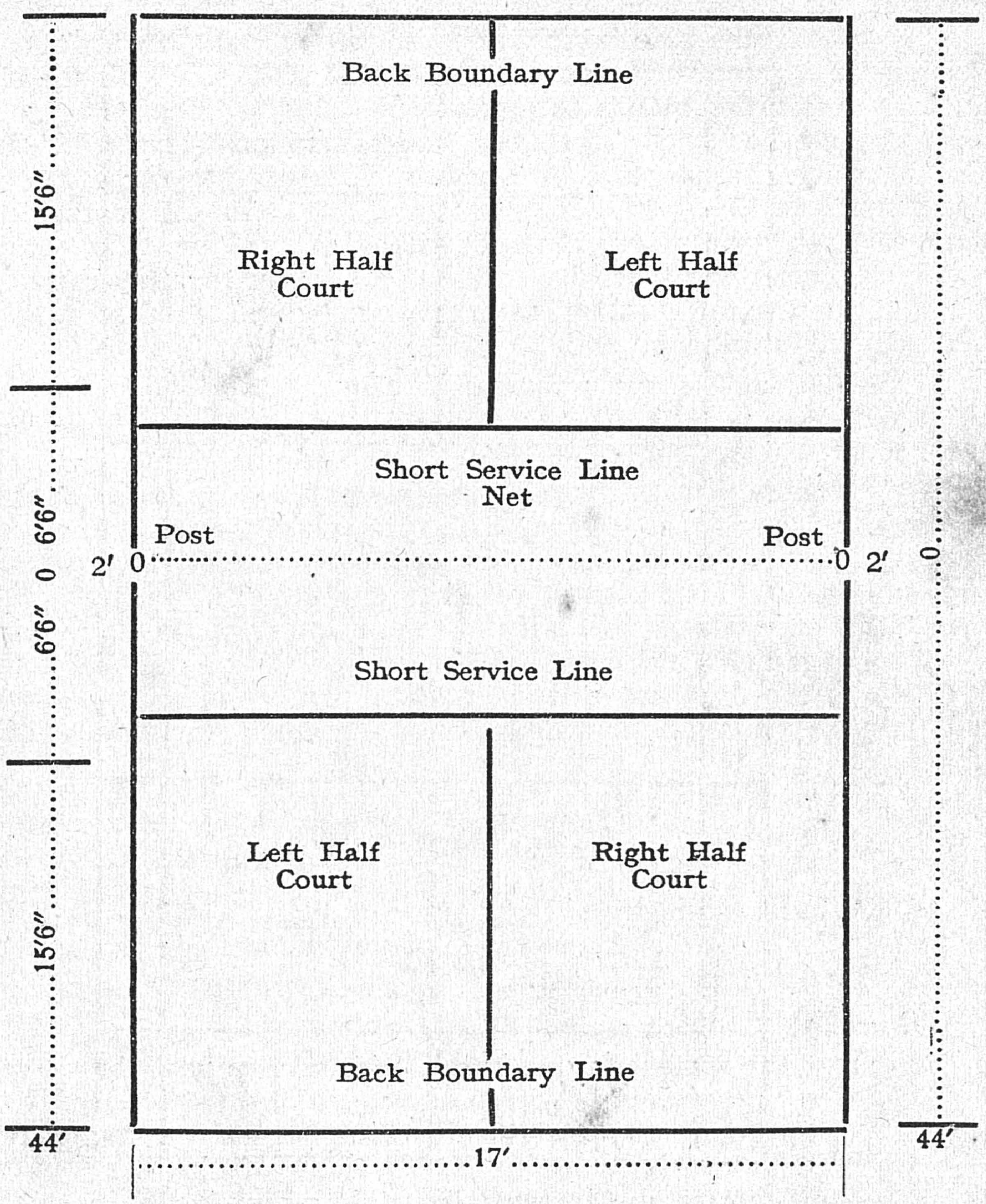
The side losing the toss shall then have choice of any alternative remaining. The side winning a game shall always serve first in the next game, but in doubles either of the winners may continue serving and either of the losers may receive the service.

DIAGRAM A



Note 1.—The posts shall be placed on the side boundary lines of the Court. 2.—Where it is not possible for the posts to be placed on the side boundary lines, some method must be employed for indicating the position of the side boundary line where it passes under the net, (*e.g.*) by the use of a thin post or by a strip of material not less than two inches in width fixed to the side boundary line and rising vertically to the net cord.

DIAGRAM B



Note.—Where space does not permit of the marking out of a full size court in accordance with Law No. 1, a court may be marked out for singles play only, and in that case, the provisions of foot-notes (1) and (2) to diagram "A" shall apply to such court. The back boundary lines become the long service lines.

7.—The four-handed game consists of 15 or 21 points, as may be arranged. Provided that in a game of 15 points, when the score is 13 all, the side which first reached 13 has the option of "setting" the game to 5, and that when the score is 14 all the side which first reached 14 has the option of "setting" the game to 3. After a game has been "set" the score is called "love all," and the side which first scores 5 or 3 points, according as the game has been "set" at 13 or 14 all, wins the game. In either case the claim to "set" the game must be made before the next service is delivered after the score has reached 13 all or 14 all. Provided also that in a game of 21 points the same method of scoring be adopted, substituting 19 and 20 for 13 and 14.

Note—"Setting" is not permitted in handicap games.

8.—A rubber is the best of three games. The players shall change ends at the commencement of the second game, and also of the third game if a third game is necessary to decide the rubber. In the third game the player shall also change ends, when the leading score reaches 8, in a game of 15 points, at 6, in a game of 11 points, or 11, in a game of 21 points, or in handicap games, when either side has scored half the total number of points required to win the game (the next highest number being taken in case of fractions). In matches decided by a single game the players shall change ends as provided above for the third game of a rubber.

FAULTS

9.—A fault made by either player of the side which is "in," puts the server out ; if made by a player whose side is "out" it counts a point to the 'in" side.

10.—It is a fault:—

(a) If the service is overhand. (A service shall be deemed to be overhand, within the meaning of this law, if the shuttle at the instant of being struck be higher than the server's waist or if any part of the head of the racket, at the instant of striking the shuttle, is higher than the server's hand holding the racket).

(b) If, in serving, the shuttle falls into the wrong half court (*i.e.*, into the one not diagonally opposite to the server), or falls short of the short-service-line or beyond the long-service-line, or outside the side boundary lines of the half court into which service is in order.

(c) If the server's feet are not in the half court from which service is at the time being in order, or if the feet of the player taking the service are not in the half court into which service is at the time being in order (*vide* Law 15) until the service is delivered.

Note (1)—A "service" is delivered as soon as the shuttle is struck by the server's racket.

Note (2)—A foot on the line is out of Court.

(d) If during the service the server or his partner makes, in the opinion of the Umpire, preliminary feints, or otherwise intentionally baulks his opponent.

(e) If either in service or play, the shuttle falls outside the boundaries, or passes through or under the net, or fails to pass the net, or touches the roof or side walls, or the person or dress of any player.

Note (1)—A shuttle falling on any line is held to have fallen in the court or half court of which such line is a boundary.

Note (2)—Where necessary on account of the structure of a building, the local Badminton Authority may, subject to the Right of Veto of the National Organisation, make by-laws dealing with cases in which a shuttlecock touches an obstruction.

(f) If the shuttle "in play" be struck before it crosses to the striker's side of the net. The striker may, however, follow the shuttle over the net with his racket.

Note.—A shuttle is "in play" from the time it is hit by the racket of the server until it touches the ground, or the person, or dress of any player or until a fault or let occurs. (*vide* Knotty Points (f)).

(g) If when the shuttle is "in play" a player touch the net or its supports with racket, person, or dress.

(h) If the shuttle be hit twice in succession by the same player, or be hit by a player and his partner successively, or if the shuttle be not distinctly hit.

(i) If a player obstructs his opponents.

(j) If Law 14 be transgressed.

THE PLAY

11.—It having been decided which side is to have the first service, the player in the right-hand half court of that side commences the game by serving to the player in the opposite right-hand half court. If the latter player returns the shuttle before it touches the ground, it is to be returned by one of the "in" side, and then returned by one of the "out" side and so on, till a fault is made or the shuttle ceases to be "in play." If a fault is made by the "in" side the server's hand is out, and as the side beginnning

a game has only one hand in its first innings (*vide* Law 14), the player in the right-hand opposite half court now becomes the server; but if the service is not returned, or the fault is made by the "out" side, the "in" side scores a point. The "in" side players then change from one half court to the other, the server now being in the left-hand half court and serving to the player in the opposite left-hand half court. So long as a side remains "in" service is delivered alternately from each half court into the one diagonally opposite, the change being made by the "in" side when, and only when, a point is added to its score. The first service of a side in each innings shall be made from the right-hand half-court. After the service is delivered, the server and the player served to may take up any positions they choose on their side of the net, irrespective of any boundary line.

GENERAL RULES

12. The player served to may alone take the service and no player may take two consecutive services in the same game.

13.—The server may not serve till his opponent is ready, but if a return of the service be attempted the latter shall be deemed to be ready.

14.—The side beginning a game has only one hand in its first innings. In all subsequent innings each partner on each side has a hand, the partner serving consecutively.

15.—The server and the player served to must stand within the limits of their respective half courts (as bounded by the short and long service, the central, and side lines), and some part of both feet of these players must remain in contact with the ground until the service is delivered.—(*vide* Notes to Law 10 (c) *supra.*)

16.—It is a "Let" if the shuttle touches the net in service, provided the service be otherwise good, but if in play it does not invalidate the stroke. It is a good return if the shuttle having passed outside either post drop on or within any of the boundary lines of the opposite court. A "Let" may also be given by the Umpire for any unforeseen or accidental hindrance.

17. If a player serves out of his turn, or from the wrong half-court (owing to a mistake as to the half court from which service is at the time being in order), and wins the point, it shall be a "Let" provided that such "Let" be claimed or allowed before the next succeeding service is delivered.

18.—If a player standing in his wrong half court takes the service, and his side wins the rally, it shall be a "Let" provided that such "Let" be claimed or allowed before the next succeeding service is delivered.

Note.—Should a player inadvertently change side when he ought not to, and the mistake not be discovered until after the next service has been delivered, the mistake shall stand, and a "let" cannot be claimed or allowed.

19.—It shall be the duty of the Umpire to call "fault" or "let" should either occur, without appeal being made by the players, and to give his decision on any appeal regarding a point in dispute, if made before the next service ; and also to appoint linesmen if necessary. In matches, where Umpires are appointed, their decision shall be final but where a Referee is appointed, an appeal shall lie to him from the decision of an Umpire on questions of Law only.

THE TWO-HANDED OR SINGLE GAME

20.—In games of one player on each side the above rules hold good, except that—

(a) The player shall serve from and receive service in the right-hand half courts only when the server's score is 0, or when he has scored an even number of points in the game, the service being delivered from and received in the left-hand half courts when the server has scored an odd number of points.

(b) Both players shall change half courts after each point has been scored and consecutive services shall be received by the same player.

(c) In Ladies' Singles matches the game shall consist of 11 points. Provided that when the score is "9 all" the player who first reaches 9 has the option of "setting" the game to 3, and when the score is "10 all" the player who first reached 10 has the option of "setting" the game to 2.

N.B.—The courts for the Single Game are laid out as provided in Diagram B and the notes thereto appended.

KNOTTY POINTS

(a) If the server in attempting to serve misses the shuttle altogether, it does not count as a fault ; but if the shuttle be touched, no matter how slightly by the racket,

a service is thereby delivered, and the rules governing the service at once apply.

(b) If A is serving to B and the shuttle strikes or is struck by B's partner, even if he is standing outside the court, A scores a point.

(c) A player who strikes the shuttle in play (unless he thereby makes a good return), or is struck by it, loses the stroke, no matter whether he is standing within the boundaries of the court or outside them.

(d) If in service the shuttle strikes the top of the net, and is then struck by the player served to, it is assumed that the shuttle would have fallen into the proper court. It is thus a "Let" under Law 16, and a fault cannot be claimed.

(e) If in service, or during a rally, a shuttle after passing over the net, is caught in, or on the net, it shall be a 'Let'.

(f) If during a rally, the shuttle strikes the net and remains suspended there, or strikes the net, and falls thence to the ground on the striker's side of the net, or hits the ground outside the court, and an opponent then touches the net with his racket or person, there is no penalty, as the shuttle is not then in play.—*vide* Note to Law 10 (f).

(g) The word "player" applies to all those taking part in a game from the moment the shuttle is struck by the server.

(h) If a player has a chance of smashing when quite near the net, his opponent must not put up his racket near the net on the chance of the shuttlecock rebounding from it. This action shall be taken to be obstruction within the meaning of Law 10 (*i*).

A player may, however, hold up his racket to protect his face from being hit if he does not thereby baulk his opponent.

(i) Law 10 (c) applies only to the server and to player taking the service. The respective partners may take up any position provided they do not unsight or otherwise obstruct their opponents.

Badminton (Ball)

1.—The game is played by two sides of five players each with Badminton bats and woollen balls upon a court laid out as in the accompanying diagram. The game consists of 29 points.

Note.—The game could be played by sides of two on a side, using half the court. The same rules apply.

THE BALL

2.—The ball shall not be less than $1\frac{1}{8}$ tolas nor more than $1\frac{1}{4}$ tolas in weight, and not less than 2 in. nor more than $2\frac{1}{8}$ in. in diameter.

THE COURT

3.—The size of the Court is 40 ft. in width and 80 ft. in length. It is divided across the middle by a net line, over which a net is suspended, the ends of which are attached to the tops of two posts, which stand at a distance not exceeding 3 ft. outside the court on each side. At each end of the court, parallel with the net line and at a distance of 40 ft. from it, are drawn the *Boundary-Lines,* the extremities of which are connected with the *Side-Lines*. Three feet away from each side of the net line and parallel with it are drawn the *Serving Crease-Line*. Half-way *between the Serving Crease-Lines* and parallel with the *Side-Lines* is drawn the *Centre-Line,* dividing the space on each side of the *Serving Crease-Line* into two equal parts, called the *Right* and the *Left* courts—see diagram.

4.—The top of the net shall be 6 ft. in height at the centre and 6 ft. 1 in. at the posts.

THE PLAY

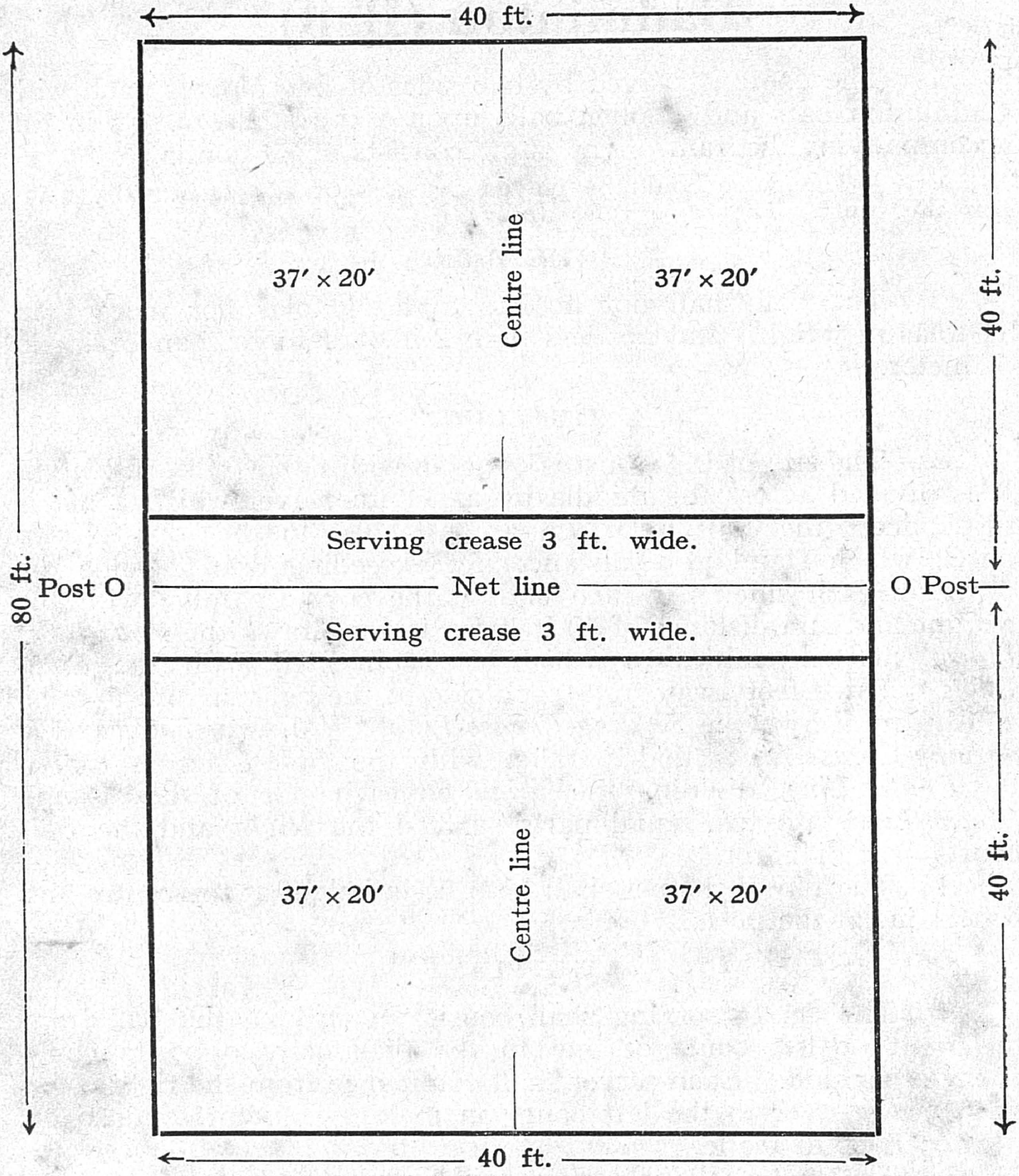
5.—The act of serving shall consist in striking the ball from the right or left court of one to the diagonally opposite court of the other side. Each server shall commence from the right court and change over to the left court on making a point, and so on with each point made.

6.—The ball shall be served fairly underhand and below the waist ; it shall go clear over the net and beyond the serving crease on the other side of the net.

7.—The ball shall be returned before it touches the ground.

8.—No player shall strike the ball more than once consecutively.

DIAGRAM OF BADMINTON COURT



9.—The server shall not serve until the other side is ready; if the latter attempts to return the service, it shall be considered to be ready.

10.—Players shall not be allowed to cross the net line during play.

FAULTS

11.—A fault, made by any of the players of the serving side, shall put the server out ; if made by any of the players of the opposite side, it shall score a point to the side serving.

12.—It is a fault:—

(a) If the server misses his stroke in serving.
(b) If the ball is served overhand. (A service is considered to be overhand if the ball at the moment of being struck be higher than the server's waist).
(c) If the service is delivered from the wrong court.
(d) If the ball served drops in the wrong court or on the centre line or on the serving crease line.
(e) If a player serves out of his turn. (A player is said to serve out of his turn if he serves before the previous server is out).
(f) If a player when serving crosses to centre line with his bat.
(g) If the ball fails to clear the net either in serving or in returning ; and if in serving it clears the net and does not fall beyond the serving crease.
(h) If the ball touches the top of the net.
(i) It is a "Clash"—(*i.e.*) the touch of two bats in striking a ball.
(j) If the players cross their bats over the net or touch the net line in the act of striking.
(k) If the ball is touched by two bats of the same side successively—"Double touch."
(l) If a player touches the net or its supports with his bat, person or dress, in the act of striking.
(m) If the ball touches any player or his dress.
(n) If in serving, a portion of the player's body or his bat is outside the court. (Even a foot on the line is out of court).
(o) If the ball is sent out-of-bounds.

Note.—It is optional to take a ball served into a wrong court or out-of-bounds, but if attempted, it counts.

13.—A ball is 'in play" from the time a player attempts to serve until it touches the ground or until a fault or a "let" is given by the Umpire.

THE MATCH

14.—A match shall consist of three games. The side that takes the best of three games shall be declared winners. The side

that first scores the 29th point shall win the game. Sides shall change courts after each game, the winners taking the first service. There shall be an interval of five minutes after each game. In the third game they shall change courts, when either of the teams makes the 15th point.

15.—The choice of sides and the right of first service shall be decided by toss for the first game ; if the winner of the toss chooses the right of service, the other side shall have the choice of side, and *vice versa,* and the winner of the toss may, if he likes, require the other side to make the first choice. At the commencement of the game the first "IN" shall have only three hands to serve. The other side shall then begin serving and each player shall serve in succession till all the hands are out.

16.—At the commencement of a match one trial ball shall be allowed ; after the trial is over, the Umpire shall call "Play"; from that time regular play shall commence.

17.—No player shall under any circumstances be exchanged during the play until a set of three games is over.

18.—One Umpire, two Line Referees, one Net Referee and a Scorer shall be nominated for each match.

19.—The Umpire shall be the sole judge of fair or unfair play and of the fitness of the weather and the light for play. His decision shall be final.

20.—A "Let" shall be given by the Umpire for any unforeseen or accidental hindrance.

21.—It shall be the duty of the Umpire to call "Fault" or "Let," with or without an appeal from the players.

22.—If an Umpire erroneously calls "Fault" and at once corrects himself and cries "Play" and the striker-out fails to return the ball, a "Let" shall be allowed.

23.—When the Umpire calls "Play" the side refusing to play shall lose the match.

24.—No Umpire shall be exchanged during a match without the consent of the Tournament Committee.

25.—Line Referees shall be the judge of lines, and the Net Referee shall decide if a ball has touched the net.

26.—The points scored shall be duly recorded and called out by the Scorer appointed for the purpose.

27.—No match is won unless played out or given up except in the case provided for in Rule 23.

Tenikoit

RULES OF THE GAME AS USUALLY PLAYED

1. The Court for the Regulation Doubles or Four-Player Game shall be 40 ft. by 18 ft. The Singles or Two-Player Game shall be 40 ft. by 9 ft. The Neutral Ground each side of the net shall be 3 ft. wide (6 feet in all).

2. The net shall be of tanned or tarred cord and may be from 18 ft. to 20 ft. in length and 18 ins. deep. The top of the net shall be 5 ft. high and shall be edged at the top with a white tape doubled and supported by a cord run through the tape and attached to the top of the posts.

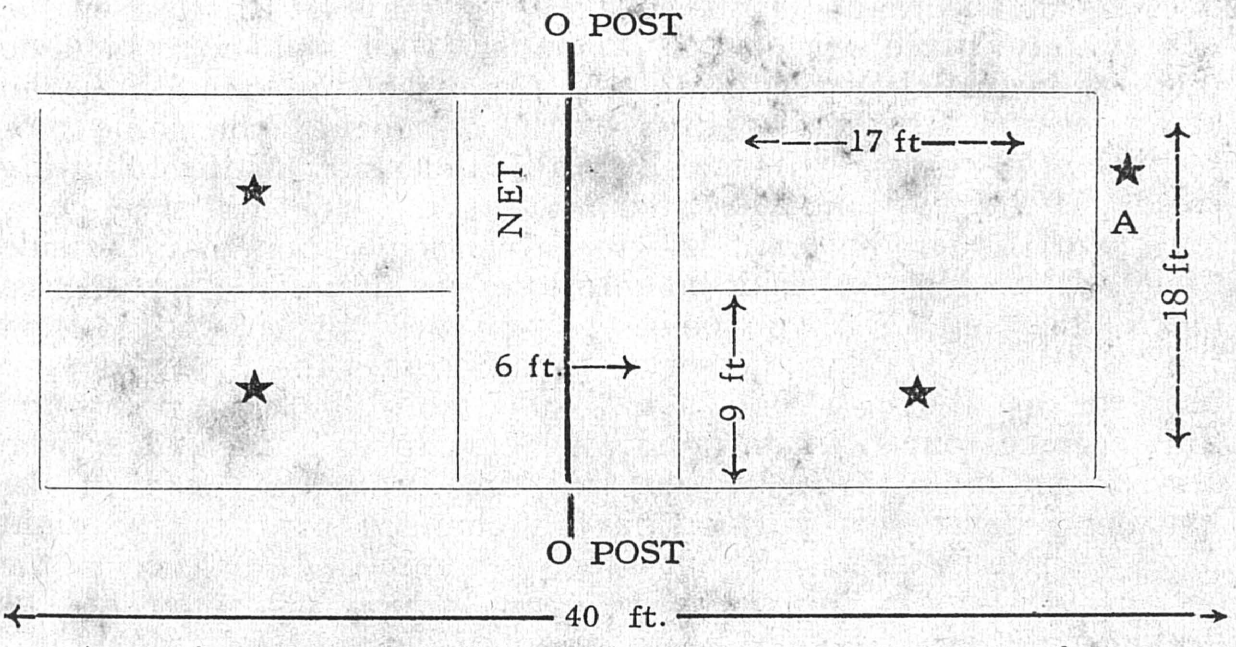
3. The posts shall be 5 ft. high, and shall be sufficiently firm to keep the net strained, the net being 4 ft. 9 ins. high in the centre.

Note.—The top of the net may be 5 ft. or 6 ft. high. (Some rules require 5 ft., others 6 ft. We recommend a 6 ft. high net).

4. The ring shall be about 7 ins. diameter, $1\frac{1}{4}$ ins. thick and shall weigh about 7 to 9 ozs.

5. The Game is played by either one or two players on each side.

Note.—In the game of one player a side (singles) only one half of the court is used, if the court is double.



Approximate position of four players at commencement of a game. A serving.

6. The choice of courts or ends shall be decided by toss, the losers taking the first serve, or *vice versa*. The winners of a game commence the next game, but either player of that side may begin to serve.

7. The game with one player a side (singles) consists of 15 points, the game with two players a side (doubles) also consists of 15. Provided that if the score is 14 all, "Long sets," may be played, *i.e.*, the play is continued until one side is two points more than the other, such as 17, 15 or 24, 22.

Scoring may be done as in Tennis or as in Volley Ball.

Note—Long sets are not permitted in American Tournaments or Handicap games.

8. A rubber is the best of three games. The players shall change ends at the commencement of each new game, and also in the third game when the leading score is 8.

Note.—In matches decided by a single game the players shall change ends as provided for the third game of a rubber.

9. In doubles the side taking the serve (called the side "in") starts the game by one player standing on (or behind, see Rule 14) the back line of the right hand court at any place on that line he may choose and serving the ring over the net to the opponent in the diagonally opposite court, his partner meanwhile occupying the left hand court where he may choose. Only the opponent to whom the ring is served may catch it, and provided he does so in accordance with Rule 10, he may return it over the net to any place within the boundaries of the opposite side there to be caught by either of the players of the side "in" who again returns the ring to either of the opponents, the game proceeding until the ring becomes "dead" under any of the following rules. If the first point is scored by the "in" side that side scores one point, but if the point is scored by their opponents (the side "out") then the "in" side merely loses its serve, the serve passing to the "out" side, no points being scored by either side, and the "out" side, taking the serve, thus becomes the "in" side and proceeds as above. If the "in" side score the first point and thus becomes one point to none (or "one, love,") the player who served continues to serve, but this time from the back of the left hand court, his partner having changed over to the right hand court, the serve of course being confined as before, to the server's diagonally opposite opponent, which will now be the opponent other than the one to whom he last served, the "out" side always retaining their courts, and not changing their courts

until they become the "in" side. As long as the "in" side continues to win points so long does it retain the serve but on losing a point it loses the serve to its opponents, no point of course being counted to its opponents until they win a point after taking the serve. For instance, supposing the 'in" side are "four, love," and lose the next point, then the "out" side through winning that point take the serve the score becomes "love, four," and the game proceeds. After losing the serve in playing "doubles," the player who has been serving occupies the right hand court, thus receiving the first serve from his opponents, his partner of course occupying the left hand court and receiving the second serve, if any.

The first player to serve of the "out" side, when they have won their serve, is the player occupying the left hand court, who will when they lose their serve, occupy the right hand court, the serve passing to the opponent in the left hand court, the serving being taken alternately.

In playing "singles" the serve merely passes from one player to the other, as, only one court per side being occupied, change is impossible.

After the serve is delivered, the server and the other players may take up any positions they choose on their side of the net, irrespective of any boundary lines. (See Rule 16).

10. The ring must only be caught with one hand, either hand being permissible. It is not permitted to catch with two hands, and to do so incurs the loss of a point. The ring may be caught by the hand against any part of the body of the player or his partner, or caught on any part of the body provided it does not touch the ground ; but it must always be thrown by hand. In play, but not in receiving a service, it is permissible for one hand of each partner to catch the ring at the same time, only one player returning it, also if the ring is touched by one partner, it may be caught by the other, the one who catches, returning it.

11. Both in serving and in play the delivery of the ring must be made with an upward tendency, and the ring must rise for at least 6 inches after it has left the hand. Over-hand delivery in any form is not allowed and is a losing point if used, also in no circumstances must the hand be allowed to cross the net.

In serving, wobbling of the ring is not permitted.

12. The ring must be returned by the player from approximately the position in the court where he has caught it. Such things as catching the ring in mid court, walking to the net, and practically dropping the ring over, are not allowed and lose points.

13. Baulking in any form is not allowed, and if employed loses a point. Such things as feints at delivery are the commonest form of this.

14. In serving, the server may take a run if he choose, so long as the ring leaves his hand when he is either on or behind the back line of the court.

15. Only one serve is allowed, except in cases when the ring touches the net (called a "let") in passing over, but is otherwise a good serve, when it does not count and the serve is replayed. If the ring touches the net in passing over but falls untouched either in the wrong court or out of bounds, it is a foul stroke, and the serve passes to the opponents in the usual way. *The ring touching the net in passing over during play other than the serve is not penalised.*

16. No player, under penalty of losing a point, must stand within the neutral ground (3 ft. on either side of the net), nor must the ring be allowed to drop within this ground, even though the ring has crossed the net. If the ring does so fall, a point is lost by the side which has delivered the ring.

Note.—A foot on any line is counted in the court, and not penalised.

17. The ring must be played over the net and not allowed to pass round the side of the post.

18. A ring falling untouched (see Rule 21 if touched) in the proper court, if a serve, or "in bounds" in succeeding play, counts against the side failing to catch it. A ring falling untouched out of the proper court if a serve, or "out of bounds" in subsequent play, counts against the side delivering the ring.

19. The first point of contact with the ground is deemed to be the place where the ring has touched, and not that place where the ring eventually comes to rest. A ring striking any boundary line, no matter, where the ring eventually comes to rest, is deemed as in the court.

20. The server may not serve until both his opponents are ready.

21. If a player catch the ring or even touch it no matter where he is standing (except the neutral ground) the catch is deemed to be good if caught under Rule 10. If the ring is touched and dropped, even though the player and the ring are outside the court boundaries (other than the neutral ground) the player is deemed to have lost the point.

22. If in service the ring touches the top of the net in passing over, and is then caught by the player to whom it was served, it is assumed that the ring would have fallen into the proper court. It is thus a "Let" under Rule 15, and must be replayed as such.

23. The ring must be returned immediately and not retained in the hand. The holding of the ring is considered "baulking," under Rule 13.

24. A player serving from the wrong court, or out of turn, or to an opponent standing in the wrong court, shall not count any point won or lost unless the next succeeding service has been played when all points won or lost up to that service shall count. The error in serving will then be corrected and play resumed.

25. The ring must be returned by the same hand with which it is caught.

A FEW BRIEF POINTS ON THE GAME OF TENIKOIT

Singles—Two players—15 points up. Best of Three Games.

Doubles—Four players—15 points up.

When the serving does not screw the Ring up, hold and play it naturally.

Do not garb at a fast Ring, or a wobbler, let the Ring come into the hand on a retarding movement, as a cricketer fields a ball.

You must score off your own Service, not that of your opponents.

At 13 all, the first player reaching 13 may set the best of 5.

At 14 all, the first player reaching 14 may set the best of 3.

The ring must not be thrown or served over-hand in any shape or form, nor is a flat thrown Ring allowed. The temptation to throw flat or over-hand Rings is very great when a fast rally is played close up to the net. Flat or over-hand played rings absolutely spoil the game, they stop all open play, and check the beneficial exercise the game provides.

The Ring must always be played or served with an upward tendency of at least six inches, and as much more as the players care to give, no matter whether the Ring be taken high or low. No baulking or hesitating is allowed, and the Ring must be returned immediately after it is received no matter in what position you are. Your feet are not allowed in the neutral ground (i.e., each side of the Net). A Ring striking any line or falling on a line is "in" no matter where the Ring eventually comes to rest.

SPECIAL NOTES ON THE SERVICE

The back-hand service from the standing position, *i.e.*, (right foot forward) is without doubt the better, when open play and finesse is preferred, and all the finer points of the game exploited to obtain the beneficial exercise and pleasant pastime "Tenikoit" provides.

For faster and more aggressive play, use the forehand service (*i.e.*, left foot forward from the standing position, or with a run). Both feet in any service must be behind or on the back line at the time the Ring leaves the hand. Fore-hand play is indulged in from the back of the court. If played when close to the net, flat or over-hand Rings are apt to be played, these should be promptly faulted. There are many occasions when fore-hand play must be adopted, and if the Ring is played with a pronounced upward tendency no possible exception can be taken, and a lot of points are scored from this play on account of the Ring being returned so quickly and because it must be returned by the same hand by which it was caught. In taking a fast Ring, whether naturally played or a wobbler, do not grab at it, take it with arm receding slightly.

Table Tennis

RULES AS ADOPTED BY THE INTERNATIONAL TABLE TENNIS FEDERATION

SINGLES

THE TABLE

The table shall be in surface rectangular 9 ft. in length, 5 ft. in width ; it shall be supported in such a way that its upper surface shall be 2 ft. 6 in. above the floor, and shall lie in a horizontal plane.

It can be made of any suitable material that shall yield a uniform bounce of not less than 8 in. and not more than 9 in. when a standard ball is dropped from a height of 12 in. above its surface.

The upper surface of the table shall be termed the "playing surface" ; it shall be non-reflecting, of a dark colour with a white line $\frac{3}{4}$ in. broad along each edge.

The lines at the 5 ft. edges or ends of the playing surface shall be termed "end lines". The lines at the 9 ft. edges or sides of the playing surface shall be termed "side lines".

THE NET AND ITS SUPPORTS

The playing surface shall be divided into two courts of equal size by a net running parallel to the end lines and 4 ft. 6 in. from each. The net with its suspension shall be 6 ft. in length ; its upper part along its whole length shall be 6 in. above the playing surface ; its lower part along the whole length shall be close to the playing surface. The net shall be attached at each end to an upright post 6 in. high ; the outside limits of each post shall be 6 in. outside the side line on the same side.

THE BALL

The ball shall be spherical. It shall be made of celluloid, white, but not brightly reflecting ; it shall not be less than $4\frac{1}{2}$ in. nor more than $4\frac{3}{4}$ in. in circumference ; it shall not be less than 37 grains (2.40 grammes) nor more than 39 grains (2.53 grammes) in weight.

THE RACKET

The racket may be of any material, size, shape or weight, provided it is not white, light coloured or reflecting.

THE SCORING OF POINTS

A game shall be won by the player who first wins 21 points, unless both players shall have scored 20 points, when the winner of the game shall be he who first wins two points more than his opponent.

THE CHOICE OF ENDS AND SERVICE

The choice of ends and the right to be server or striker-out in every match shall be decided by toss, provided that, if the winner of the toss chooses the right to be server or striker-out, the other player shall have the choice of ends, and vice-versa, and provided that the winner of the toss may, if he prefer it, require the other player to make the first choice.

THE CHANGE OF ENDS AND SERVICE

After five points the striker-out shall become the server, and the server the striker-out, and so on after each five points until the end of the game or the score 20-all. At the score 20-all the striker-out shall become the server, and the server the striker-out, and so on after each point until the end of the game. The player who served first in a game shall be striker-out first in the immediately subsequent game, and so on until the end of a match.

The player who started at one end in a game shall start at the other in the immediately subsequent game, and so on until the end of the match. Where the match consists of only one game, or, where it consists of more than one game, in the deciding game of the match, the players shall change ends at the score 10.

OUT OF ORDER OF ENDS OR SERVICE

If a player serve out of his turn, the player who ought to have served shall serve as soon as the mistake is discovered, unless a group of five services shall have been completed before such discovery, when the service in the subsequent groups of services shall continue in the same order as if the sequence had not been discontinuous. In any circumstances, all points scored before the discovery shall be reckoned.

If the players shall not have changed ends when ends should have been changed, the players shall change ends as soon as the mistake is discovered, unless a game shall have been completed since the error, when the error shall be ignored. In any circumstances, all points scored before the discovery shall be reckoned.

THE ORDER OF PLAY

The server shall first make a good service, the striker-out shall then make a good return, and thereafter server and striker-out shall each alternately make a good return.

A GOOD SERVICE

The service shall be delivered by the server projecting the ball, by hand only, without imparting spin, vertically up into the air. The ball shall then be struck so that it touches first the server's court and then, passing directly over or around the net, touches the striker-out's court.

The free hand, while in contact with the ball in service, shall be open flat and horizontal, with the fingers straight and together, thumb free, and the ball resting on the palm without being cupped or pinched by the fingers.

At the moment of the impact of the racket on the ball in service, the ball shall be behind the end line of the server's court and between an imaginary continuation of the side lines.

A GOOD RETURN

A ball having been served or returned in play shall be struck by the player so that it passes directly over the net or round the net and touches directly the opponent's court ; provided that, if the ball, having been served or returned in play, returns with its own impetus over the net or round the net, it may be struck while still in play, by the player so that it touch directly the opponent's court.

A LET

The rest is a let:—

(a) If the ball served in passing over the net touch it or its supports, provided the service either be otherwise good or be volleyed by the striker-out.

(b) If a service be delivered when the striker-out is not ready, provided always that he may not be deemed to be unready if he attempt to strike at the ball.

(c) If either player be prevented by an accident, not under his control, from serving a good service or making a good return.

(d) If either player lose the point, as provided in Rule 13 (c), (d), (e), or Rule 14 owing to an accident not within his control.

A POINT

Either player shall lose a point:—

(a) If he fail to make a good service, except as provided in Rule 12.

(b) If a good service or a good return having been made by his opponent, he fail to make a good return, except as provided in Rule 12.

(c) If he, or his racket, or anything that he wears or carries, touch the net or its supports while the ball is in play.

(d) If he, or his racket, or anything that he wears or carries, move the playing surface while the ball is in play.

(e) If his free hand touch the playing surface while the ball is in play.

A POINT

Either player shall lose the point:—

(a) If, before the ball in play shall have passed over the end lines or side lines not yet having touched the playing surface on his side of the table since being struck by his opponent, it come in contact with him or anything that he wears or carries.

(b) If at any time he volley the ball, except as provided in Rule 12 (a).

IN PLAY

The ball is in play from the moment at which it is projected from the hand in service until:—

(a) It has touched one court twice consecutively.

(b) It has, except in service, touched each court alternately without having been struck by the racket intermediately.

(c) It has been struck by either player more than once consecutively.

(d) It has touched either player or anything that he wears or carries, except his racket or his racket hand below the wrist.

(e) On the volley it come in contact with the racket or the racket hand below the wrist.

(f) It has touched any object other than the net, supports, or those referred to above.

FURTHER DEFINITIONS

The period during which the ball is in play shall be termed a rest.

A rest, the result of which is scored, shall be termed a point.

A rest, the result of which is not scored, shall be termed a let.

The player who first strikes the ball during a rest shall be termed the server.

The player who next strikes the ball during a rest shall be termed the striker-out.

If the ball, in passing over the net, or round the net, touch it or its supports, it shall, nevertheless, be considered to have passed directly, except as referred to in Rule 12 (a).

If the ball in play come into contact with the racket or racket hand, not yet having touched the playing surface on one side of the net since last being struck on the other side, it shall be said to have been volleyed.

The racket hand is the hand carrying the racket ; the free open hand is the hand not carrying the racket.

DOUBLE

The above rules shall apply in the Doubles Game except as below.

THE TABLE

The surface of the table shall be divided into two parts by a white line $\frac{1}{8}$ in. broad, running parallel with the side lines and distant equally from each of them. This line shall be termed the service-line. The part of the table surface on the nearer side of the net and the right of the service-line in respect of the server, shall be called the server's right half-court, that on the left in respect to him the server's left half-court. The part of the table surface on the farther side of the net, and the left of the service-line in respect to the server, shall be called the striker-out's right half-court, that on the right in respect to the server, the striker-out's left half court.

A GOOD SERVICE

The service shall be delivered as otherwise provided in Rule 10, and so that it touches first the server's right half-court or the centre line on his side of the net, and then, passing directly over or round the net, touches the striker-out's right half-court or the centre line on his side of the net.

THE CHOICE OF ORDER OF PLAY

The pair who have the right to serve the first five services in any game shall decide which partner shall do so, and the opposing pair shall then decide similarly which shall first be striker-out.

THE ORDER OF SERVICE

The first five services shall be delivered by the selected partner of the pair who has the right to do so, and shall be received by the selected partner of the opposing pair. The second five services shall be delivered by the striker-out of the first five services and received by the partner of the server of the first five services. The third five services shall be delivered by the partner of the server of the first five services and received by the partner of the striker-out of the first five services. The fourth five services shall be delivered by the partner of the striker-out of the first five services, and received by the server of the first five services. The fifth five services shall be delivered as the first five services. And so on, in sequence, until the end of the game or the score 20-all, when the sequence of serving and striking-out shall be uninterrupted, but each player shall serve only one service in turn until the end of the game.

In a one game match, or in the deciding game of a match of more than one game, the pair that served the first five services has the right to alter its order of striking-out or that of its opponents at the score 10.

OUT OF ORDER OF STRIKING-OUT

If a player act as striker-out out of his turn, the player, who ought to have acted as striker-out shall be striker-out as soon as the mistake is discovered, unless a group of five services shall have been completed before such discovery, when the order of striking-out shall continue in the subsequent groups of services as if the sequence had not been discontinuous. In any circumstances, all points scored before the discovery shall be reckoned.

THE ORDER OF PLAY

The server shall first make a good service, the striker-out shall then make a good return, the partner of the server shall then make a good return, the partner of the striker-out shall then make a good return, the server shall then make a good return, and thereafter each player alternately in that sequence shall make a good return.

FURTHER AMENDMENTS AND ADDITIONS

Rule 6.—Alter "server," "striker-out," "winner," "he" to their respective plurals ; alter "player" to "pair".

Rule 7.—Delete first two sentences of first paragraph. In the third sentence, first paragraph, and in the second paragraph, alter "player" to "pair," "players" to "pairs," "striker-out" to "strikers-out".

Rule 12 (b)—Insert "or his partner" after "striker-out"; "they" in place of the first "he"; "the striker-out" in place of the second "he."

Rule 12 (c).—Insert "any" in place of "either."

Rule 12 (d).—Insert "pair" in place of "player"; "their" in place of "his."

Rule 13.—Insert "pair" in place of "player."

Rule 13 (a).—Insert "the server" instead of "he."

Rule 13 (b).—Insert "one of their opponents in proper sequence" in place of "his opponent"; "they" in place of "he."

Rule 13 (c).—Insert "either partner" in place of the first "he."

Rule 13 (d).—Insert "either partner" in place of the first "he."

Rule 13 (e).—Insert "of either partner" after "hand," and "the" in place of "his."

Rule 14.—Insert "pair" instead of "player."

Rule 14 (a).—Insert "their" in place of the first "his"; "one of their opponents in proper sequence" instead of "his opponent"; "either partner" instead of "him."

Rule 14 (b).—Insert "either partner" in place of "he."

Rule 15 (c).—Insert "any" in place of "either"; add "or by any player out of proper sequence, except as provided in Rule 22."

Rule 15 (d).—Insert "any" in place of "either."

Add as Rule 15 (g).—"In service it has touched the server's left half-court or the striker-out's left half-court."

APPENDIX TO RULES

KNOTTY POINTS

Decisions of the Rules Committee of the International Table Tennis Federation.

EDGE BALLS

The phrase "Table Surface" is to be interpreted as including the top edges and corners of the table-top, and a ball in play which strikes these latter is therefore good and still in play; though if it strikes evidently the side of the table-top below the edge, it becomes dead and counts against the last striker.

BALL RETURNED WITH EMPTY HAND

If a player drop his racket, he cannot return the ball with empty hand. (See definition "the racket hand is the hand carrying the racket.")

RACKET THROWN AT BALL

If in returning the ball the racket leave the player's hand, it is a good return only if it were still in his hand at the moment of contact with the ball (see Rule 11, "a ball . . shall be struck"), and if it do not touch the net or move the table surface (Rule 13, c, d) before the ball is out of play.

MISSED SERVICE

If a player in attempting to serve miss the ball altogether, it is a lost point (Rules 10 and 15) because the ball was in play from the moment it left the server's hand, and a good service has not been made of the ball already in play.

VOLLEYED NET SERVICE

A net service is a let not only if otherwise good, but also if it be volleyed by the striker-out. (See Rules 12 (a) and 14 (b).)

"FLAT HAND" IN SERVICE : INTERPRETATION

The free hand, maintained flat in a horizontal plane throughout the service, must release the ball by being lifted up in a vertical plane. Umpires will remember that Rule 10 is not intended to impose on the server an exact geometrical pattern, but to prevent attempts to secure advantage by either evasion of the Rule or general careless disregards. The free hand must not turn over or move sideways.

BALL FRACTURED IN PLAY

If the ball split or become otherwise fractured in play, *affecting a player's return,* the rest is a let (Rule 12c). It is the umpire's duty to stop play, recording a let, when he has reason to believe that the ball in play is fractured or imperfect ; and to decide those cases in which the faulty ball is clearly fractured in actually going out of play, and in no way handicaps the player's return, when the point should be scored. In all cases of doubt, however, he should declare a let.

FIXTURES

A moving spectator, a neighbouring player, a sudden noise, i.e., any neighbouring object *in movement* (except a partner) should be regarded as an accident not under control (Rule 12c), interference from which implies a let. A stationary spectator, fixed seating, the umpire, the light, a nearby table, a continuous sound of even volume, i.e., any *relatively constant or motionless* hazard, should not be so regarded, and complaint against interference from it during play should be regarded as void.

THE LIMIT RULE

(1) If in any match, the time limit of 20 minutes has been applied in any game, in the subsequent games of the match the time limit applied shall be 10 minutes.

(2) The referee shall have power to decide, in respect to any match in which time limit has been applied in any game, that it be continued on another table—if he so desires, without spectators.

(3) The time-keepers shall announce expiry of the time limit if possible by an abrupt sound such as a gong.

(4) At the end of the time limit the game shall be interrupted even if the players stand at equality and are to be given another 5 minutes to score a point.

Wrestling

RULES AS ADOPTED BY THE INTERNATIONAL AMATEUR WRESTLING FEDERATION (I.A.W.F.)

ARTICLE 1.—The participants of the Olympic games World Championship and International Competitions shall wrestle in the following weight classes:—

1. Fly weight up to 52 kilos: 114½ lbs.
2. Bantam weight up to 57 kilos: 125½ lbs.
3. Feather weight up to 62 kilos: 136½ lbs.
4. Light weight up to 67 kilos: 147½ lbs.
5. Welter weight up to 73 kilos: 160½ lbs.
6. Middle weight up to 79 kilos: 174 lbs.
7. Light heavy weight up to 87 kilos: 191 lbs.
8. Heavy weight over 87 kilos: 191 lbs.

A Medical service conducted by a doctor will be present during the whole competition to be ready to operate in cases of accident.

The contestants must participate in the weight class corresponding to the natural weight for their body except if they enter next higher weight class, but such engagements must be submitted before weighing-in takes place.

On the first day of competition, the weighing-in will begin four hours before and end three hours before the first bout. On the following days the weighing-in will commence two hours and end one hour before the first bout ; the competitors must be weighed nude and subjected to medical examination in order to avoid infection.

The nails will be cut short and examined before the weighing-in.

The competitors may appear on the scales as many times as they like during the period of weighing-in and reweighing.

DRAWING THE LOT AND PAIRING

ARTICLE 2.—The participants of the competition shall be paired for each round according to their numbers as drawn by lot.

ARTICLE 3.—The time table and the protocol of the competition shall be drawn up, also a list of pairing of the contestants in each round for the information of the competitors.

The competitors drawn by the lots to follow each other, as on the register, will wrestle together in the first round. If the

number of the first competitors be un-even the one drawing the highest number receives a bye and will proceed without any bad point into the following round, where he is to be put on the register as first to be paired. He shall retain his place, as first, until the competitor having the next higher number after him becomes a bye in the succeeding round and proceeds to the head of the list.

A bye is a right won by drawing the lot, and it cannot be withdrawn, except in the final bout if the two other competitors have already met each other in the preceding rounds.

The order of the contests shall be as follows: the first name on the list shall be paired with the competitor coming next after him, who, however, has not as yet wrestled with him. For example in the second round: if there were no bye in the first round 1-3, 2-4, 5-7, 6-8 and so on. If there were a bye: the bye-1, 2-3, 4-5, etc. and the same in the following rounds. Should two compatriots be paired together in the first round, one name must be passed over.

DRESS

ARTICLE 4.—Competitors shall appear before the public in a decent dress with a belt or a suspender worn beneath.

The dress must cover the body to at least the middle of the thigh, it may not be cut away at the shoulders or at the neck more than two palms breadth (20cm.).

Shoes with heels or nailed sole shall not be worn, and it is also forbidden to rub the hands, the arms or any part of the body with grease or any kind of greasy material.

Bandages on the wrists or hands shall not be worn unless in case of injury or on doctor's prescription.

The nails of the competitors shall be cut short, and they are forbidden to wear rings, bracelets, shoes with buckles, metal work or any thing that would be liable to hurt their opponents.

MAT

ARTICLE 5.—At any international competition a mat of at least six metres by six metres and 10 cm. thick is obligatory. At the Olympic Competition and World Championships the mat shall be eight metres by eight metres. All round the mat there shall be left a free space for the security of the contestants ; this should not be less than $1\frac{1}{2}$ metres wide.

If a raised platform be used (without posts and ropes, the use of which is forbidden) the height from the ground shall not be

more than 110 cms. ($3\frac{1}{2}$ ft.) the side sloping at an angle of not less than 45° and boarded in.

The floor close around the mat shall be covered with soft well fixed cover. The mat shall have a soft cover, which to avoid infection, shall be repeatedly cleaned. The buckles of the cover shall be protected and concealed.

The mat shall be placed in such manner that the bridge shall be feasible even if the legs get outside of the mat.

The middle of the mat shall be marked by a circle of one metre diameter, on the circumference of which is a stripe of 10 cm. width and of different colour from that of the mat (cover).

BEGINNING, PROGRESS AND END OF BOUT

ARTICLE 6.—If the competitor, after having been regularly called, refuses to commence wrestling, he is to be declared beaten and bad points given as though he had actually lost a fall.

The first day of the competition a delay of 5 (five) minutes will be granted in cases of serious reasons but only for the first bout.

At the beginning of a bout, the opponents will stand on each side of the referee and after the result being proclaimed, they will again shake hands.

ARTICLE 7.—A bout shall be begun, interrupted and ended only by the whistle of the referee. Competitors are not allowed to order their opponents from the edge to the middle of the Mat.

At the commencement of the bout on the ground, the wrestler below shall go on all fours the hands and elbows apart from the knees by 20 cm.

The opponent uppermost is not compelled to indicate the resuming of the bout by touching the opponent below with a hand.

A surprise attack on the adversary below is forbidden, and the referee shall caution the wrestler at fault ; he is also entitled to order both the contestants to stand up.

ARTICLE 8.—All bouts shall continue until the regular defeat of one of the contestants, provided the defeat takes place within the maximum time fixed for the bout.

A fall shall end the bout instantaneously.

The maximum time for the bout shall be 15 minutes in both styles.

The official time keeper shall announce loudly the lapse of each minute in French, in English and in the language of the organizing nation.

THE JURY

Article 9.—The jury consists of a referee and two judges. Should enough judges be present at a competition, there may be employed also three judges in a bout. The role of the referee in this case shall be only the conduct of the bout, without giving his own decision or filing up a scoring paper.

Three judges shall be employed only when it is assured that all bouts of the competition be arbitrated under same circumstances. The number of the judges shall not be permitted to be changed in a competition.

In order to avoid partiality, compatriots of the wrestlers can act neither as referee nor as judges for the bouts in which their countrymen are engaged.

It is also necessary that no two members of the jury shall be of the same nationality.

During the bout the referee and the judges are not allowed to speak to any person other than the members of the jury.

The representatives of the I.A.W.F. shall appoint the jury by the following methods:

The list of the referees and that of the judges proposed by the participant nations shall be drawn up, their names in the order being determined by drawing the lot.

One name may be included on both the lists.

The members of the jury shall always be appointed in the sequence of names as figuring on the lists.

FALL

Article 10.—Defeat shall be declared:

(A) One referee and two judges being in the jury.

(1) If the referee declares a fall and one of the two judges agrees ;

(2) If the referee declares a fall and the two judges do not protest ;

(3) If the referee has not seen the fall but the two judges have seen it.

But if the referee has clearly seen that it was not a fall, his decision shall be accepted even if the two judges are for the fall.

(B) One referee and three judges in the jury.

(1) If the referee declares a fall and one of the three judges agrees ;

(2) If the referee declares a fall and two of the judges do not protest.

(3) If the referee has not seen the fall, but two of the judges have seen it and declare it.

(4) If the three judges declare the fall against the opinion of the referee.

In the case of equality of votes, the vote of the referee shall decide.

However short may be the touch of the two shoulders with the mat, it shall be considered as fall.

In the free style wrestling, the rolling fall shall not count unless there is a definite cessation of movements which leaves no doubt that the two shoulders have been in simultaneous contact with the mat.

To decide a fall at the edge of the mat, it is sufficient if, at the moment of the throw, the head and both the shoulders have been in contact with the mat.

WINNING OF POINTS

ARTICLE 11.—If no fall occurs within the time fixed for a bout of 15 minutes in both Styles, judges and referees entitled to vote, must hand their votes to the representatives of the I.A.W.F., who, according to the majority of votes, must declare the winner.

It is obligatory for judges to appoint the winner.

BAD POINTS

ARTICLE 12.—The results of the bouts shall be counted on bad points as follows:

The competitor winning by fall, will receive 0 bad points while his opponent will be given 3 bad points.

The bout being ended without a fall, the jury of this bout will name the winner according to the marks.

In the case of a winner having obtained the result according to the marks (Either at the unanimity or the majority of voices) he receives one bad point, his opponent receives three bad points.

The competitor having accumulated 5 bad points will be eliminated.

Competitors who have been eliminated in the same round are to be regarded as eliminated at the same time.

For the third place, if the opponents for the final have been eliminated in the same round with unequal bad points, he who has the less bad points will be included in the next round.

CLASS WINNER

ARTICLE 13.—The bout will go on until there only remain three opponents in the class considering the fact that one or several of them have lost five bad points or more.

These three opponents shall meet in the following conditions:

If they have already met, the results obtained on this opportunity are valid.

The points lost by the opponents in the final as regards the eliminated opponents are suppressed.

Only the bad points of the three opponents in the final compared together account for the class-winning.

If two of the opponents have got the same number of bad points he who has won the other is the winner.

In case the three opponents in the final after having met, obtained the same number of bad points, the total of bad points of the opponents during the whole competition determine the class-winning.

Should the total number of bad points be the same for the three opponents, the weighing of the opponents should determine the class-winning.

ILLEGAL HOLDS

(A) Graeco-Roman Wrestling.

ARTICLE 14.—It is forbidden to take hold below the hips. In general a competitor should touch the body of his adversary with open hands—palms only ; exceptions are the arms and the hands.

It is not allowed to touch the face of the opponent between the eyebrows and the mouthline.

Any hold of the throat is forbidden, likewise it is illegal to seize clothing.

It is forbidden to strike, to kick, to push, to scratch, to pull opponent's hair or to strip him.

It is allowed to seize the wrist and the fist, but the fingers are in no circumstances whatever allowed to be seized.

The Scissors (to squeeze the adversary between the locked legs) are forbidden. It is not allowed, when in front of the adversary, to get a hold on the head without the hands of the aggressor being placed against the chest of his opponents. When using the Double Nelson the legs of the aggressor shall remain passive and the pressure of the hold be directed sideways.

The attacker having a body hold from behind, and having raised his opponent upside down—i.e. a rebours hold—at the

moment of the throw he must go down on the mat on one knee, before his opponent's trunk touches the mat. The throw must be carried through sideways, a violent throw down being expressly forbidden.

The bridge must be pressed down. It is forbidden that an opponent in a bridge should be lifted up and thrown down on the mat. Further it is forbidden, when defender is on the bridge, to force his head in such direction that it is bent backwards upon his neck.

The legs of the contestant shall be always passive. Butting, pushing or lifting up with the legs is forbidden.

When lifting the arm of the adversary in parterre, it is to be considered irregular to bring the forearm behind the back at an angle less than a right angle ; with the arm carried behind the back in such position, it shall not be pressed at the forearm or twisted outwards.

The competitors must not talk during the bout.

(B) Free-Style Wrestling

Any fair hold, grip, lock or trip is allowed.

The contestants may take hold how and where they please, subject to the following restrictions:

The hair, flesh, ears, private parts or clothes may not be seized.

Twisting of fingers and toes is forbidden .

Striking, kicking, gouging, hair pulling and butting are forbidden: and any grip that endangers life or limb, or has for its objects the punishing of an opponent, or the infliction of such pain as to force him to give the fall, will not be allowed.

It is forbidden to tread on the feet.

Any sportive hold is allowed.

The Double Nelson is allowed. However this hold shall be made sideways, without any participation of the legs.

The following holds are forbidden: Strangle Hold of the throat instead of the head with one or both arms in throwing down the opponent, Flying Mare with the palm uppermost, the Toe Hold with a twist, the Scissors on head or body, Hammerlock, interlacing of the fingers.

To strike with the side or sole of the foot shall not be regarded as kicking.

When making use of standing throws from behind, it is necessary for the attacker to touch the mat with one of the knees before the upper part of the opponent's body touches the mat.

The throw must be carried sideways.

It is forbidden to break a bridge by raising an opponent and dashing him down bodily, by forcing him down vertically in the direction of the head, or by pressure of the elbow or knee on the abdomen or stomach.

Defender's arm having been carried behind his back, it is forbidden to push the forearm beyond a right angle with the upper arm, or, the arm being so placed, to force the forearm outwards.

The competitors are forbidden to talk during the bout.

PENALTIES

Article 15.—If by using an irregular or a forbidden hold the attacker falls into a disadvantageous situation, wrestling shall be continued without interruption.

Any advantage resulting from an illegal hold shall be cancelled even if the irregular situation is already over.

The irregularity is to be eliminated, if possible, without disturbing the relative positions.

Against a competitor using irregular holds the referee shall proceed as follows:

(a) Eliminate irregularity ;
(b) Break the hold ;
(c) Order the competitors to stand up ;
(d) Declare the competitor loser, after having given him cautions, according to Article 17 of the Rules for Wrestling.

In case of a very serious irregularity disqualification may be decided upon at once, without any previous caution, by a majority of the jury of the bout. Such disqualification shall operate for the whole competition.

ACTIVITY-PASSIVENESS.

Article 16.—Superiority shall be judged in every situation by the activity of the competitors without regard to their actual position whether above or below.

An attempt to get a hold in order to throw the opponent is to be considered as activity.

Passiveness is the intention to avert holds without counteracting,

To run off the mat or to push the adversary from it ;

To lie flat on the mat or to hold down the opponent without attempting a decisive attack.

It shall be regarded as passiveness also the continual holding of the opponent's wrist, and also to stand up repeatedly when underneath in the ground wrestling (3 plus 3 minutes), without attempting holds.

CAUTIONS

ARTICLE 17.—After 1 minute of passiveness or for repeated taking of illegal holds, the contestant or both the contestants shall be given a caution.

For escaping from the mat—but only if he were not pushed off—the competitor must be given a caution, communicated in his own language, if necessary by an interpreter. The referee is also authorised to order the escaping contestant to parterre position.

The throw out of the mat is forbidden. To avoid accidents cautions must be given for the same, even if the act were not intentional.

The competitor having received three cautions in a bout shall be declared beaten.

If, in the Graeco-Roman wrestling, a competitor, when lifted, touches the legs of his aggressor with his feet or hands in order to prevent him from carrying through the throw, he shall be given a caution and ordered to ground wrestling in the underneath position.

It is the prerogative of the referee to make remarks without consulting the judges.

Every warning given after asking the judges must be written on the scoring paper and taken in consideration by the judges in the designation of the winner and the loser.

GROUND WRESTLING

ARTICLE 18.—The bout must be interrupted after 6 minutes wrestling and the scoring papers may be examined.

If before the expiration of the 6 minutes a situation exists that may result in a fall, the bout shall not be interrupted until the end of the said situation, but 15 minutes' time limited for a bout cannot be exceeded; all overtime will be deducted from the second halftime.

If after 6 minutes wrestling chiefly in standing position neither of the wrestlers has a definite lead, the referee in agreement with a majority of the judges, shall order 3 plus 3 minutes ground wrestling. The wrestlers must go down on the mat one after the other in the order determined by drawing the lot. Each period of this ground wrestling shall last 3 minutes only. At the end of this time the referee must stop the bout whatever the situation may be.

The ground wrestling is to be regarded as normal wrestling, with the exception that during the 3 minutes the contestant underneath must resume his position on the mat immediately he has succeeded in escaping from it.

If the wrestler underneath, by getting up quickly, tries to avoid or prevent ground wrestling, he shall be given a caution.

But if he succeeds in bringing his adversary underneath, such success shall be appreciated by the jury. If the uppermost wrestler falls into a dangerous situation, the same shall be continued until the end of the 3 minutes' period.

If the ground wrestling produces a series of attacks, it should not be interrupted until it has come to a halt.

After a six minutes' duration the judges might give the advantage to an opponent but if he has got at least three points more. If the first period outlasts nine minutes the bout goes on without interruption.

INTERRUPTION OF THE BOUT

Article 19.—Should a contestant be prevented by any reason outside his powers as accident of dress, bleeding of his nose, falling on head outside of the mat, or by any acceptable cause from continuing the bout, the referee shall be entitled to suspend the bout for 5 minutes. If the competitor cannot continue wrestling after the lapse of this time, he shall be declared the loser.

If any question is not provided for by these Rules, the Hon. Secretary shall decide in the first place, and in the second the Jury d'Appeal. In the event of any divergence of opinion in the interpretation of these Rules, the French text only is official.

SAMPLE SCORE SHEET FOR WRESTLING (*Free Style*)

Y.M.C.A. COLLEGE TOURNAMENT *FEATHERWEIGHT* CLASS, DATE

Rounds & Score

First Round	Second Round	Third Round	Fourth Round	Fifth Round	Sixth Round	Seventh Round
		Nos. 2 and 4 are eliminated, each having 5 bad marks	Nos. 6, 3 are eliminated	No. 7 is eliminated		
1, 2, 3, 4, 5, 6, 7,	7, 1, 2, 3, 4, 5, 6.	6, 7, 1, 3, 5.	5, 7, 1.	5, 1.		
1/0 *vs.* 2/3 3/1 *vs.* 4/2 5/1 *vs.* 6/3 7/0 *vs.* Bye	7/3 *vs.* 1/0 2/2 *vs.* 3/1 4/3 *vs.* 5/0 6/3 *vs.* Bye	6/2 *vs.* 7/1 1/1 *vs.* 3/3 5/0 *vs.* Bye	5/1 *vs.* 7/2 1/0 *vs.* Bye	5/2 *vs.* 1/1		

Running Score Sheet

SAMPLE SCORE SHEET (*Consolidated*)

No.	Name	Rounds						Place
		1st	2nd	3rd	4th	5th	6th	
1	H. R. Ghai ...	0	0	1	0	1		First
2	D. Dass ...	3	2	⌘⌘	⌘⌘	⌘⌘	⌘⌘	
3	D. D. Nath ...	1	1	3	⌘⌘	⌘⌘	⌘⌘	
4	B. J. Pereira ...	2	3	⌘⌘	⌘⌘	⌘⌘	⌘⌘	
5	Nambiar ...	1	0	0	1	2		Second
6	M. S. Sathe ...	3	0	2	⌘⌘	⌘⌘	⌘⌘	
7	J. P. Verma ...	0	3	1	2			Third

SAMPLE SCORE SHEET FOR WRESTLING (*Free Style*)

MADRAS OLYMPICS TOURNAMENT — *BANTAMWEIGHT* CLASS.

Rounds & Score.

First Round	Second Round	Third Round	Fourth Round	Fifth Round	Sixth Round
		Nos. 1, 4, 6, 7, 10 are eliminated, each getting 5 bad marks.	No. 5 is eliminated	3 and 8 are eliminated	Hence No. 2 is the winner
1, 2, 3, 4, 5, 6, 7, 8, 9, 10.	1, 2, 3, 4, 5, 6, 7, 8, 9, 10.	2, 3, 5, 8, 9.	9, 2, 3, 8.	9, 2.	
1/3 *vs.* 2/0 3/1 *vs.* 4/2 5/1 *vs.* 6/2 7/2 *vs.* 8/1 9/1 *vs.* 10/3	1/2 *vs.* 3/1 2/0 *vs.* 4/3 5/1 *vs.* 7/3 6/2 *vs.* 9/1 8/0 *vs.* 10/3	2/1 *vs.* 3/2 5/3 *vs.* 8/1 9/0 *vs.* Bye	9/3 *vs.* 2/1 3/1 *vs.* 8/0	9 *vs.* 2 2 has already defeated 9	

Running Score Sheet

SAMPLE SCORE SHEET (*Consolidated*)

No.		Rounds						Place
		1st	2nd	3rd	4th	5th	6th	
1	Ashraf ...	3	2	⌘⌘	⌘⌘	⌘⌘	⌘⌘	
2	Ghai ...	0	0	1	1	→	→	First
3	Chaman ...	1	1	2	1	⌘⌘	⌘⌘	Third
4	Chelliah ...	2	3	⌘⌘	⌘⌘	⌘⌘	⌘⌘	
5	Mahajir ...	1	1	3	⌘⌘	⌘⌘	⌘⌘	
6	Ganapathy ...	3	2	⌘⌘	⌘⌘	⌘⌘	⌘⌘	
7	Azim ...	2	3	⌘⌘	⌘⌘	⌘⌘	⌘⌘	
8	S. D. Gupte ...	1	0	1	2	⌘⌘	⌘⌘	Fourth
9	S. P. Samuel ...	0	1	0	3			Second
10	Kanabargi ...	3	3	⌘⌘	⌘⌘	⌘⌘	⌘⌘	

Boxing

RULES GOVERNING COMPETITIONS AND CONTESTS AS ADOPTED BY THE INDIAN AMATEUR BOXING FEDERATION

I

These Rules shall be known as the Boxing Rules of the Indian Amateur Boxing Federation. Any modification of these Rules may be promulgated from time to time to suit local conditions, should the necessity arise.

II. THE RING

In all open competitions and contests the ring shall conform with the following requirements:—

(a) The minimum size shall be sixteen feet square and the maximum size 20 feet square, measured inside the line of the ropes.

(b) The platform shall be safely constructed, level and free from any obstructing projections and shall extend for at least 18 inches outside the line of the ropes. It shall be fitted with four corner posts which shall be well padded or otherwise so constructed as to prevent injury to the boxers.

(c) The floor shall be covered with felt or similar material three-quarters of an inch thick over which canvas shall be stretched and secured in place. The felt and canvas shall cover the entire platform.

(d) There shall be three ropes at least three-quarters of an inch thick *tightly drawn* from the corner posts at two feet, three feet and four feet high respectively, from the ring floor. The ropes shall be covered with a soft or smooth material.

(e) The ring shall be provided with suitable steps at opposite corners for the use of the contestants, officials and seconds.

III. GLOVES

The gloves shall each weigh 8 oz., of which the leather portion shall not weigh more than 4 oz., and the padding not less than 4 oz.

The padding of the gloves shall not be displaced or broken.

The laces shall be tied on the outside of the back of the wrist of the gloves.

Only clean and serviceable gloves shall be used.

IV. BANDAGES

A soft surgical bandage, not to exceed 8 ft. 4 ins., in length and 1¾ inches in width on each hand may be worn. No other kind of bandage may be used. The use of any kind of tapes, rubber or adhesive plasters, is strictly forbidden.

V. DRESS

Competitors shall be dressed in accordance with the following:—

(a) Competitors shall box in light boots or shoes or bare feet, short reaching at least half way down the thigh, and a vest covering the chest and back. Competitors must wear distinguishing colours such as red or blue sashes round the waist, to be supplied by the Club or Association promoting the tournament.

(b) Gum shields and a cup protector or jockstrap may be worn.

(c) No straps, supports, buckles or metal objects, etc., may be worn.

(d) The use of knitted material such as stockinette for shorts is forbidden, as is also a swimming costume.

(e) The use of grease, vaseline, or products likely to be harmful or objectionable to an opponent, on the face, arms or upper part of the body is forbidden.

A Referee may exclude a boxer from competing unless clean and properly dressed.

In the event of a boxer's glove or dress becoming undone during boxing, the Referee shall stop the contest to have it attended to. Referees shall be alert to detect any abuse in loosening or badly tying the laces of gloves and, if of the opinion that the latter has been deliberately arranged, may warn the boxer concerned.

VI. RING EQUIPMENT

The following ring equipments shall be available:—

Two shallow trays containing ground resin ; two seats ; two towels: two sponges, two water bottles and two mugs ; two basins with saw dust, two buckets with water ; tables and chairs for officials, gong (with striker) or bell ; one (preferably two) stop watches, three pads of printed scoring papers ; one first aid outfit ; one slotted lockable box for marked scoring papers.

VII. WEIGHTS FOR ALL OPEN COMPETITIONS AND CONTESTS

FLY	... ...	up to	112	lb.
BANTAM	... ...	up to	119	,,
FEATHER	... ...	up to	127	,,
LIGHT	... ...	up to	136	,,
WELTER	... ...	up to	147	,,
MIDDLE	... ...	up to	160	,,
LIGHT HEAVY	... ...	up to	176	,,
HEAVY	... ...	any weight over	176	,,

Note.—For Senior competitions, the competitors must be at least 17 years of age.

Weigh-in—

(a) The following shall be the regulations regarding the weigh-in and draw:—

(1) The contestants shall be required to be ready to weigh on the morning of the competition at an hour appointed. It shall be in the power of the Managing Committee of a Provincial Association to relax this condition.

(2) The weighing-in shall be effected by delegates nominated by the Provincial Association conducting the Tournament. A delegate of the Association or Club of each contestant may be present at the weighing-in but may not in any way interfere.

(3) A competitor will be allowed to present himself at the official scales only once at the weigh-in. The weight recorded is final. It is permissible, however, for the delegate of the Club of any competitor who has failed to make the weight at the original weigh-in, to enter him thereupon for the higher weight for which he is qualified, if such Club or Association has a free place at that weight. It is also permissible for a Club to substitute one boxer for another at any time up to the close of the weigh-in and the medical examination, provided that the substituted boxer has been entered as reserve for that weight.

(4) A competitor must be passed as fit to compete by a medical officer before being weighed in.

(5) The weight is the one shown by the scale, the body being naked. The weight shown shall be in pounds. A contestant may only box in the weight shown at the time of the official weighing-in.

(6) Each competitor shall be provided with a card upon which shall be entered the decision of the medical officer and of the appointed official the fact that he has duly weighed in or otherwise.

(b) *Inter-Club Contests.*

(1) In the case of tournaments or competitions between two or more Clubs the weighing-in shall be effected by a member designated by the Provincial Association, who shall be assisted by a representative of the Clubs, each of these having the right to check the weight of each boxer.

(2) For every match won, each boxer shall gain two points for his team. For every match lost, each boxer shall gain one point for his team, except in the case of a disqualified boxer who shall gain no points.

VIII. DRAW

In competitions where there are more than four competitors, a sufficient number of byes shall be drawn in the first series, so as to reduce the number of remaining competitors to 4, 8 or 16, as the case may be. The drawers of such byes shall not have to box them and, in any other series, those who have received byes shall compete before those who have already boxed.

(*Note*.—It will be observed that it is not possible to comply on all occasions with that part of the rule which states that competitors who have received byes shall compete before those who have already boxed. For instance, if there are five competitors making one bout and three byes in the first series, it necessarily follows that the winner of the first bout must box one of the competitors who received a bye and, to this extent, the luck of the draw must remain an important factor.)

Not more than 16 competitors may be allowed to compete in any competition. This rule does not apply to any Championships authorised by the I.A.B.F.

When a boxer, having passed the scales and the Medical Officer, is not allowed to compete owing to excessive entries, the Official in-Charge shall give such boxer a "Priority Card" and this will entitle him to first consideration in the next similar competition.

Any competitor retiring from any cause must immediately inform the Official-in-charge.

After the draw has been made, should a competitor retire from the competition without a satisfactory reason, the Official-in-charge

shall report the circumstances to the Managing Committee of the Federation or Association conducting the tournament.

In the event of two members of the same Club being drawn together in the first series, and one of them wishing to withdraw in favour of the other, a fresh draw must be made. The competitors so withdrawing shall not be included in the new draw and the Official-in-Charge must report the particulars to the managing Committee of the Federation or Association conducting the tournament.

In no circumstances must any competitor be allowed two byes in any competition before the others have received one. Should a competitor, having boxed in any series, retire from a competition for any reason, and such retirement result in another competitor receiving two byes, a fresh draw must be made.

Byes that arise after the first series shall be sparred for the specified time with an opponent approved by the Official-in-Charge.

Table for drawing Bouts and Byes:—

No. of Entries.	Bouts.	Byes.	No. of Entries.	Bouts.	Byes.
5	1	3	13	5	3
6	2	2	14	6	2
7	3	1	15	7	1
8	4	—	16	8	—
9	1	7	17	1	15
10	2	6	18	2	14
11	3	5	19	3	13
12	4	4	20	4	12

In no circumstances shall a semi-final or a final of a competition, open to Affiliated Clubs or Associations, be postponed.

IX. ROUNDS

In all open competitions, except for the finals of the Indian Championships, the number of rounds to be contested shall be three. The duration of the rounds for Open Competitions shall be three rounds of three minutes each round and for Open Novices competitions three rounds of two minutes each round. In each case, one minute interval between rounds must be allowed. No deviation from these times is permitted.

X. THE SECOND

Each competitor is entitled to one second and one assistant second who shall be governed by the following rules:—

(a) Only the second shall enter the ring.

(b) No advice, assistance or encouragement shall be given to a competitor by his second or assistant during the progress of the rounds.

(c) A second shall not give in for a competitor or throw the sponge or towel into the ring.

(d) During the boxing, the second or assistant shall not remain at the edge of the ring and shall, before a round begins, remove therefrom towels, buckets, etc.

If a second or his assistant infringe the Rules he may be warned or disqualified. His boxer may also be cautioned, warned or disqualified by the Referee.

XI. REFEREES AND JUDGES

(a) In the Indian Championships and authorised Tournaments the contestants shall be controlled by a Referee who shall officiate in the Ring. The contests shall be marked by 3 judges, who shall be seated on three sides outside the Ring. All these officials must be neutral and amateur.

(b) Gentlemen acting as referees or judges in any contest or series of contests shall not at any time during the same contest or series of contests act as team-manager, trainer, second or assistant to any boxer or team of boxers taking part in such contests or series of contests or so act in a contest in which a competitor of their province is taking part.

XII. THE REFEREE

(1) The Referee shall officiate in the Ring

(2) He shall—

(a) prevent a weak boxer from receiving undue and unnecessary punishment.

(b) see that the rules and fair play are strictly observed.

(c) maintain control of the contests at all its stages.

(d) examine and check the totals on the Judges' papers at the end of the contest, and nominate the winner in accordance therewith.

(3) He shall use three words of command—

"Stop" when ordering boxers to stop boxing,
"Box" when ordering them to continue,
"Break" when breaking a clinch, upon which command each boxer shall step back before continuing boxing.

Powers of the Referee

(4) The Referee is empowered:—

(a) to terminate a contest at any stage if he considers it too one-sided.

(b) to terminate a contest at any stage if one of the boxers has received an injury on account of which the Referee decides he should not continue.

(c) to terminate a contest at any stage if he considers the contestants are not in earnest. In such cases he may disqualify one or both contestants.

(d) to caution a boxer or to stop the boxing during a contest and administer a warning to a boxer against fouls or for any other reason in the interests of fair play, or to ensure compliance with the Rules.

(e) to disqualify a boxer who fails to comply immediately with his orders.

(f) to disqualify a second or assistant who has infringed the Rules, and if necessary the boxer himself.

(g) with or without a previous warning to disqualify a contestant for committing a foul or to give a decision against a boxer.

(h) in the event of a knock-down, to suspend a count, if a boxer deliberately fails to retire to a neutral corner or delays to do so.

(i) to interpret the Rules in so far as they are applicable or relevant to the actual contest or to decide and take action on any circumstances of the contest which is not covered by rules.

(5) (a) If a boxer infringes the Rules but does not merit disqualification for such infringement, the Referee shall stop the contest and shall issue a warning to the offender. As a preliminary to a warning the Referee shall order the boxers to stop. The warning shall be clearly given and in such a way that the boxer understands the reason and the purpose of the warning.

The Referee shall signal with his hand to each of the Judges that a special warning has been given and shall clearly indicate to them the boxer whom he has warned. After giving the warning, the Referee shall order the boxers to "box".

A boxer shall not be warned more than twice in a contest. If he offends after a second warning, he shall be disqualified.

(b) A Referee may caution a boxer. A caution is in the nature of advice or admonishment given by the Referee to a boxer to check or prevent undesirable practices or the less serious infringement of the Rules. To do so he will not necessarily stop the contest but may avail of a suitable safe opportunity during a round to admonish a boxer for an infringement of the Rules.

XIII. JUDGES

(a) The Judges shall sit separated from the public, one on each of the three sides of the ring.
(b) Each Judge shall independently judge the merits of the two contestants and shall decide the winner according to the Rules.
(c) He shall not speak to a contestant during the contest, but may, if necessary, at the end of a round, bring to the notice of the Referee any incident which he (the Referee) may appear not to have noticed such as the misconduct of a second, loose ropes, etc.
(d) The number of marks awarded to each competitor shall be entered by a Judge on his scoring paper immediately after the end of each round.
(e) At the end of the bout a Judge shall total the marks, nominate a winner and sign his scoring paper.

XIV. THE TIMEKEEPER

The main duty of the Timekeeper is to regulate the number and duration of the rounds and the intervals between rounds:
(a) He shall be seated directly at the ringside.
(b) Five seconds before the commencement of each round he shall clear the ring by ordering "seconds out."
(c) He shall commence and end each round by striking the gong or bell.
(d) He shall announce the number of each round immediately prior to commencing it.
(e) He shall take off time for temporary stoppages unless otherwise ordered by the Referee.
(f) He shall regulate all periods of time and counts by a watch or clock.
(g) At a "knock-down" he shall signal to the referee with his hand the passing of the seconds while the referee is counting.

XV. DECISIONS

Decisions shall be as follows:—

(a) *Win by knock-out.*

A win by knock-out is given when a competitor for a period of 10 seconds touches the ground with any part of the body other than the feet, or hangs helpless on the ropes, or is incapable while standing of further boxing or defence, or is for any reason unable to resume boxing within 10 seconds.

(b) *Win by retirement.*

If a boxer retires or is ordered to retire by the Referee either by reason of injury or excessive punishment or being outclassed, or if he fails to resume boxing immediately after the rest between rounds, his opponent shall be declared the winner. If a boxer sustains an injury through no fault of his opponent and is unable to continue, his opponent shall be declared the winner. The right to decide if owing to an injury a boxer is unable to continue, rests with the Referee who may consult a doctor. Having consulted a doctor, the Referee shall follow his advice.

(c) *Win on points.*

At the end of a contest the boxer who has been awarded the decision by a majority of the judges shall be declared the winner.

If two boxers are injured and cannot continue a contest the Judges shall record the marks gained by each boxer up to its termination and the boxer who was leading on points up to the actual end of the contest shall be declared the winner.

(d) *Win by disqualification.*

If a boxer is disqualified his opponent shall be declared the winner.

(e) *No decision.*

A bout will be declared "no decision" when both boxers have been disqualified. A contest may be terminated without decision by the Referee if the ring has become damaged so that a continuation of the contest is likely to cause injury to the boxers, or if a contest cannot be concluded in a sporting manner through the unruly behaviour of the spectators. In the latter case the Referee will first have an appeal made to the spectators to be quiet.

XVI. AWARDING OF MARKS

(a) Twenty marks shall be awarded for each round. No fraction of marks may be given. At the end of each round, the better boxer shall receive 20 marks and his opponent proportionately less. The Judge shall award his decision to the boxer, who, at the end of the contest, has the highest total.

If, at the end of the contest, both boxers have the same number of marks, the Judges' decision shall be given to the one who has done the most attacking or who has boxed the more cleanly.

A winner shall be named.

(b) In awarding the marks the following shall be taken into consideration:

(1) *Number of hits.* Each hit which without being blocked or guarded lands directly according to Rule 17.

Well-timed blows which land correctly with the weight of the body behind them are of greater scoring value than blows which are struck without force.

(2) *Defence.* The successful avoidance of blows by which the attack of an opponent is made to miss.

(3) *Infighting.* Marks shall be awarded to the boxer who gets the better of a rally of infighting according to superiority.

(4) Ringcraft, generalship, clean boxing. These will be valued after the termination of each round.

(5) If the Referee warns one of the competitors, the judges may award a mark to the other competitor.

XVII. CORRECT HITS

Marks shall be awarded for direct clean hits with the knuckle part of the closed glove of either hand on any part of the front or sides of the head or body, above the belt. Swings will be considered correct if they land as described above. Hits on the arms do not count.

XVIII. FOULS

The competitor who does not obey the instructions of the Referee, acts against the boxing rules, boxes in an unsportsmanlike

manner, or commits fouls, can at the discretion of the Referee be cautioned, warned or disqualified without warning. Only two warnings may be given to the same boxer in one contest. The third offence brings prompt disqualification. Each boxer is responsible in the same way for his second. A competitor who has been disqualified shall not receive any prize.

A Referee may without stopping a contest caution a boxer at some safe opportunity.

If he intends to warn a boxer, he shall stop the contest and using the expression "I warn you" will specify the infringement. He will then point to the boxer and to each of the three judges.

Before issuing a warning a Referee should remember that a warning carries a heavy penalty and that a warning should not be lightly given.

The following are fouls:—

(1) Hitting or holding below the belt, tripping, kicking and butting with foot or knee.

(2) Hits or blows with head, shoulder, forearm, elbow, throttling of the opponent, pressing with arm or elbow in opponent's face, pressing the head of the opponent back over the ropes.

(3) Hitting with open gloves, the inside of the glove, wrist or side of the hand.

(4) Hits landing on the back of the opponent, and especially any blow on the back of the neck and kidney punch.

(5) Pivot blows.

(6) Attack whilst holding the ropes or making any use of the ropes.

(7) Lying on, wrestling and throwing in the clinch.

(8) An attack on an opponent who is down.

(9) Holding or locking of the opponent's arm or head, or pushing an extended arm underneath the arm of the opponent.

(10) Holding and hitting or pulling and hitting.

(11) Ducking below the belt of the opponent.

(12) Completely passive defence by means of double cover and intentionally falling to avoid a blow.

(13) Useless, aggressive or offensive utterances during the round.

(14) Not stepping back when ordered to break.

If a Referee has any reason to believe that a foul has been committed which he himself has not seen he may consult the Judges.

XIX. DOWN

(1) A boxer is considered "down" if he touches the floor with any part of his body other than his feet, or if he hangs helpless on the ropes, or if he is knocked through the ropes.

(2) In the case of a knock down the Referee shall immediately begin to count the seconds. If a boxer is down his opponent must at once go to the farthest neutral corner. He may only continue against the opponent who is knocked down after the latter has got up and on the command "Box" of the Referee. If the opponent should not go to the neutral corner on the command of the Referee, the Referee shall stop counting until the opponent has done so. The counting shall be then continued where it has been interrupted.

(3) When a boxer is knocked down the Referee shall count aloud from one to ten with intervals of a second between the numbers, and shall indicate each second with his hand in such a manner that the boxer, who has been knocked down, may be aware of the count. Before the number "one" is counted, an interval of one second must have elapsed from the time when the boxer has fallen to the floor, and the time of announcing "one".

(4) If the boxer is ready to continue the bout before the Referee has pronounced "ten" the bout shall be continued. After the Referee has said "ten" the bout ends and shall be decided as a "knock-out". The end of a round cancels every knock down.

(5) If a boxer who has been knocked down gets up before the "ten" but falls again without having received a fresh blow, the Referee shall continue the counting of the seconds from where he stopped.

(6) If both boxers go down at the same time, counting will be continued as long as one of them is still down. If both boxers remain down until "Ten" the bout will be stopped and the decision given in accordance with the marks awarded up to the time of the knock-down.

(7) A boxer who fails to resume boxing immediately after the termination of the rest interval, or who, when knocked down by a blow, fails to resume within ten seconds, shall lose the contest.

XX. SHAKING OF HANDS

Before beginning and after a bout boxers shall shake hands in a proper manner, as a sign of purely sporting and friendly rivalry in accordance with the boxing rules. The shaking of hands takes place *before* beginning the first round and *after* the announcing of the result. Any further shaking of hands between the rounds is prohibited.

XXI. INTERPRETATION

The interpretation of any of these Rules or any questions not provided for in these Rules, in so far as they concern a bout and the occurrences connected with same, shall be decided by the Referee.

XXII. EFFECTIVE DATE

These Rules will become valid on 1st July 1949 and are to be strictly observed and carried out at all meetings.

XXIII. CONFORMITY

It will be obligatory on all Clubs and Associations affiliated to the I.A.B.F. to modify their boxing rules in such a way that the uniformity of Amateur Boxing is obtained.

REGULATIONS

I. In Championships confined to Affiliated Associations, the duration of the rounds shall be as for Open Competitions unless the prior sanction of the Managing Committee of the Provincial Association is obtained for any alteration.

2. For the purpose of distinction, there shall be two classes of competition, *i.e.*, Novices and Open. Only Novices may compete in a Novices Competitions. A Novice is one who has never won Novices, Open or other Competition equivalent to either of these. All Amateur Boxers are eligible to compete in Open Competitions.

3. Invitation Competitions are limited to Clubs which are specially invited to enter Competitors. When Invitation Competitions, which are open to three or more Clubs, form part of a programme, the programme must clearly define the class of competition, *i.e.*, Invitation Novices, Invitation Open.

4. Competition or Team Matches, unless confined to Members of only two Clubs, shall be considered equivalent to Open Competitions and must be defined in the programme as Open or Novices, according to their respective class.

5. In no circumstances can a Competitor win more than one Novices Competition. In this direction, however, a Boxer would not be debarred from competing in an Open Novices Competition by reason of the fact that he had previously won his Club's Novices competition at his weight.

APPENDIX I. RULES FOR JUNIOR COMPETITIONS AND CONTESTS

1. Competitions, Contests and Exhibition Boxing for Junior Boxers shall be restricted to boys between the ages of 14 and 17 years at any Tournament where the Public is admitted to view, except Club and Inter-Club Tournaments, where the minimum age shall be 11 years. No Junior or Schoolboy Boxer shall represent more than one Club at Inter-Club Tournaments during any one year.

2. Competitions held by recognised Schools or School's organisations, and the Junior Championships, to be exempt from the above conditions.

3. No Junior Boxer may concede more than 5 lbs. in weight or 12 months in age. Juniors must wear shorts when weighing in. (Junior Boxers should not concede both age and weight.)

4. Where Senior and Junior Boxers appear at the same Tournament, a separate dressing room should be provided for each class.

5. The Gloves to be standard weight of 6 ounces each for boys 7 stone and under, and 8 ounces each for boys over 7 stone.

6. In Junior Competitions, the duration of bouts shall not exceed three rounds of 1½ minutes each round, with one minute interval between the rounds for boys under 14 years of age. (For boys from 14 to 15½ years of age, the duration of the bouts shall not exceed two rounds of 1½ minutes each round and one round of 2 minutes, with one minute interval between the rounds.) For boys from 15½ to 17 years of age, the duration of bouts shall not exceed three rounds of two minutes each round, with one minute interval between the rounds.

7. No Junior Boxer may box more than three bouts on any one day. This Rule does not apply to the Junior Championships.

8. Contests for Juniors shall not exceed four rounds of 1½ minutes each round, with one minute interval between the rounds.

9. Smelling salts or stimulants of any kind, other than water, shall not be given to competitors in any Schoolboy or Junior Competition immediately prior to or during the bout.

APPENDIX II. REGULATION FOR TOURNAMENTS, INTER-CLUB MATCHES ETC.

1. A Public Tournament is one to which the public are admitted on payment at the doors, or by tickets purchased at the premises or elsewhere, or on purchase of a programme, or any other similar device.

2. An Inter-Club Tournament shall be confined to the members of the promoting club and one other club only but it may be permissible to include one Junior Competition open to members of all Affiliated Clubs, or the open Novices Competition.

3. A Club Tournament shall be confined to the members of the promoting club. Any advertisement or other publicity shall clearly state that the tournament is confined to the members of the promoting club.

4. All Tournaments, other than Inter-Club and Club are Open Tournaments.

5. Charity Tournaments, can only be held by, or under the direction of affiliated clubs. Such tournaments shall rank as Open Tournaments.

6. A properly audited balance sheet of each tournament shall be sent to the Provincial Association not later than one month from the date of the tournament.

7. The prior sanction of the Provincial Association is necessary for all tournaments. Permission to hold Public Tournaments can only be granted to Clubs directly affiliated to the Provincial Association. Affiliated Associations which embrace a number of subsidiary boxing clubs, etc., may be granted permits for inter-teams matches between such subsidiary boxing clubs, providing they are part of the Association applying for the permit. Applications for other permits must be made by the club affiliated to the Provincial Association. The number of permits granted annually shall be left to the discretion of the Provincial Association. Permission to compete against clubs not directly or indirectly affiliated to the I. A. B. F. will not be granted.

8. Applications for permits must be submitted to the Provincial Association at least 28 days prior to the date of the tournament, stating the date, place and precise nature of the tournament. Sufficient admission tickets for the necessary officials must be sent at least 10 days prior to the date of the tournament. Sufficient seating accommodation must be reserved for these officials and must be convenient of access to the ringside. A copy of the programme, with the names of winners, shall be forwarded to the Provincial Association within 14 days after the tournament.

9. An Official-in-Charge shall be appointed by the Provincial Association for all Public Tournaments. The duties of the said Official-in-Charge are defined in Appendix IV.

10. The Clerks of Scales, Referees, Judges and Timekeepers for all Public Tournaments shall be appointed directly by the Provincial Association on application to the Honorary Secretary.

11. At all Competitions and Contests a duly qualified Medical Officer must be in attendance to examine intending competitors, and no competitor shall be allowed to compete unless certified by such Medical Officer as being fit to do so.

12. When Officials acting at tournaments in an official capacity, and duly appointed for the purpose, have to travel 10 or more miles the promoting club must pay their travelling and hotel expenses, if desired.

13. At all Open Competitions or Tournaments a printed programme shall be issued giving the following particulars:—

(a) Names and Clubs of all Competitors.
(b) Names of Official-in-Charge, Referees, Judges, Clerks of Scales and Timekeepers.
(c) Name of the Club Honorary Secretary.

14. Inter-Club and Club Matches.

(a) All competitors shall weigh in.
(c) Competitors who have won open competitions shall not be matched against Novices.
(c) Not more than 7 lbs. shall be conceded by any boxer below middle weight.

15. Junior Competitions and Contests shall be held in accordance with the rules contained in Appendix II.

16. Introductions, Presentations, Speeches, etc., at any authorised Tournament can only be allowed subject to permission of the Official-in-Charge. No auction, sale or collection from the Ring is allowed.

APPENDIX III. BOXING PRIZES

1. Prizes for boxing shall take the form of silver cups, gold, silver or bronze medals, silver plate or similar objects suitable as mementoes. Prizes in the form of clothing or furniture are not permitted. Cheques or vouchers must not be given as prizes.

2. For the Annual Indian Championships, a silver cup not exceeding Rs. 120/- in value and a certificate shall be awarded to the winner of each weight. A medal and a certificate shall be awarded to the runner-up of each weight, irrespective of the number of competitors.

3. No prize or present shall be given for exhibition boxing and no other prize or present, except as detailed above, shall be given to a competitor without the prior sanction of the Provincial Association.

4. Prizes for Juniors shall not exceed in value the following:—
For Competitions, winner Rs. 50/- runner-up Rs. 25/-
For Contests, winner Rs. 25/- ; runner-up Rs. 15/-.
For Inter-Club Tournaments, winner Rs. 14/-; runner-up Rs. 10/-.

Championship prizes for Juniors are at the discretion of the Federation and depend upon the number of entries.

APPENDIX IV. OFFICIAL-IN-CHARGE

1. At all Tournaments held under the I.A.B.F. Rules, an Official-in-Charge shall be appointed to regulate the programme to ensure that boxing shall finish approximately at midnight and also to see that the Rules of the I.A.B.F. are complied with.

2. If such Official, after all the competitors in attendance have weighed in and have passed the Doctor, shall be of the opinion that time will not permit of the programme being carried through, he is directed and authorised:—

(a) To eliminate any contests for the programme if they shall form part of it.

(b) When competitors have weighed in and passed the Doctor, so that eight or or more competitors at any weight can take part, he shall (after eliminating "unattached" men, if necessary) cause a draw to be made. The first eight competitors at each weight shall compete in pairs as drawn, and the remainder of the competitors in such weights, and any other weights which may be cancelled, shall have their entry fees refunded by the club promoting the tournament.

(c) If he should be of opinion that time will not then permit of such competitions being completed, to further curtail them, by reducing one or either of them to four competitors by means of a draw, the first four competing in pairs as drawn. In no case must a semi-final or final of a competition be postponed.

3. The Official-in-Charge should:—

(a) Ascertain that the ring, and equipment thereof, comply with the Rules.

(b) See that the competitors comply with the Rules as to attire.

(c) See that the draw, if any, is made in accordance with the I.A.B.F., Rules.

(d) See that not more than sixteen boxers compete in any competition and issue Priority Cards where necessary in accordance with Rule VIII.

(e) Nominate one of the Referees to attend to the rota of Referees and Judges present to act in turn during the Tournament.

(f) Ascertain that an efficient Master of Ceremonies, who is acquainted with his duties, has been appointed.

(g) Notify the Honorary Secretary of the Club concerned of any action which may be necessary to ensure the completion of the programme by midnight.

(h) Report to the I.A.B.F. or Provincial Association any serious breach of the Rules, unsatisfactory conduct occurring at the Tournament or any incorrectness of the programme.

(i) In the event of any matter arising in connection with the meeting not provided for, the Official-in-Charge shall have the authority to deal with the same.

(j) Report to the I.A.B.F., or Provincial Association, if necessary, on the accommodation provided for the competitors.

Atya Patya

DARIA BANDHA OR THE GAME OF FEINTS

RULES AS ADOPTED BY THE AKHIL MAHARASHTRA SHAREERIKA SHIKSHANA MANDAL

THE PLAY FIELD

Dimensions in the following Diagram

1. Each of the nine breadthwise strips known as Trenches (*Patis*) are 23 feet 1 inch long and 13 inches wide (e.g. AB, CD etc.).

2. The central lengthwise strip known as the Central Trench (*Sur-Pati*) is 89 feet 1 inch long and 13 inches wide (EF).

3. The Central Trench (*Sur-Pati*) divides each of the nine trenches into equal halves.

4. (a) The distance between the front lines of two adjacent trenches is 11 feet (BD).

(b) Each of the squares of intersection has each side of 13 inches (small squares formed by the intersection of the central trench and the other trenches K, L etc.).

5. (a) There are in all nine trenches.

(b) Two lines are drawn, each parallel to and at a distance of 11 feet one in front of the Front trench and other behind the Back trench. These are the end lines (GH & IJ). The side lines are produced to meet these end lines. The two lines which mark each trench shall be extended to a distance of three feet outside the side lines.

(c) There should be a clear space of about 10 feet all round the play field.

6. Those who have not completed their fifteenth year of age and are not more than 5 feet in height shall be called 'Junior players'.

7. For Junior players the size of the play field shall be as follows:—

(a) Each trench shall be 12 inches × 21 feet.

(b) The distance between the front lines of adjacent trenches shall be 10 feet.

(c) Central trench shall be 12 inches × 81 feet.

PLAY FIELD

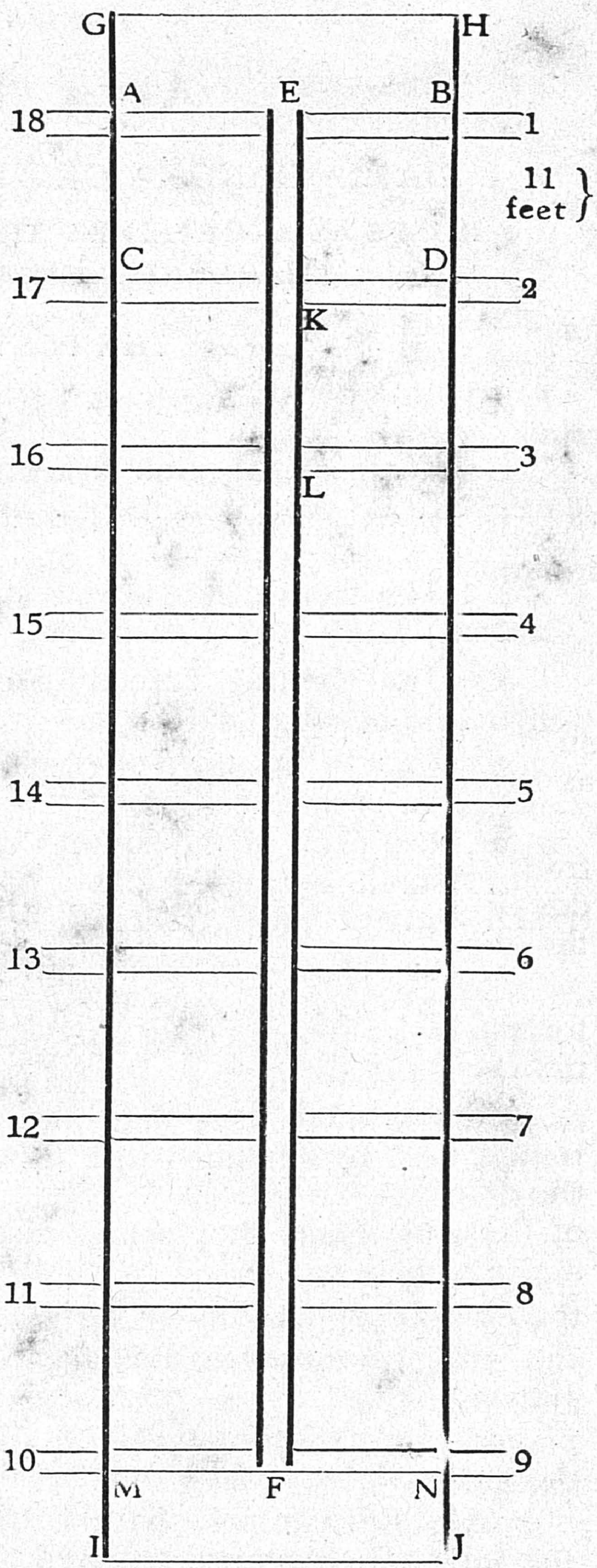
ATYA PATYA

E F 89 ft. 1 in.
A M ,, ,,
B N ,, ,,
A B 23 ft. 1 in.
C D ,, ,,

The figures by the side of the trenches do not indicate their order. They are put in to facilitate counting at the end of an innings.

FOR JUNIORS

E F=81′ × 1′
A B=21′ × 1′
K=1′ × 1′
B D=10′



NOTE:—The lines in the diagram are cut for printing only. The lines on the field should be continuous.

DEFINITIONS

1. SIDE-LINES, END LINES & BOUNDARY. The long lines on the two sides of the play field are known as the side-lines (AM & BN). And the two lines, one in the front of the front trench and the other behind the back trench are known as the end lines (GH & IJ). These four lines form the boundary of the play field.

2. TRENCH [*Pati*]. (a) Each of the breadthwise strips (rectangles) measuring 23 feet 1 inch in length and 13 inches in width is known as a 'Trench' (*Pati*).

(b) The two lines of each trench, which mark the trench and which cut the side-lines and the two lines of the central trench which cut each of the trenches are known as 'The lines of the trench.'

3. FRONT TRENCH [*Chambhar Pati or Kapal Pati*]. The foremost trench is known as the 'Front Trench'.

4. BACK TRENCH [*Lona Pati*]. The last trench is known as the 'Back Trench'.

5. CENTRAL TRENCH [*Sur-Pati*]. The lengthwise rectangular strip which intersects the breadthwise strips—trenches—is known as the 'Central Trench'.

6. 'GOING DOWN', 'GOING UP'. Playing to cross the trenches from the 'Front trench' to the 'Back trench' is known as 'Going down'. Playing to recross the trenches from the 'Back trench' to the 'Front trench' is known as 'Going up'.

7. SQUARES OF INTERSECTION. Each of the small squares formed by the intersection of the central trench and the other trenches is known as the 'Square of Intersection'.

8. COURT OF A TRENCH. The field between two adjacent trenches is known as the 'Court' of a trench. The court in front of the defender who holds (defends) the trench is known as the 'Court' of that trench.

9. SQUARE. Each part of the court of a trench divided by the central trench is known as a 'Square'.

10. DEFENDERS [*Patiwale*]. Those who stand on the trenches and hold them by moving along the trenches trying to prevent the players of the other side from crossing the trenches by touching them and thus putting them out are known as 'Defenders'.

11. GRENADIER [*Sur*]. The defender who holds (defends) the front and the central trench is known as the 'Grenadier' (*Sur*).

12. ASSAILANTS. Those who try to cross the trenches are known as 'Assailants'.

13. Foot-fault. If any part of the body of a defender and a grenadier touches any part of the ground outside the lines of his trench either in front of him or behind him, he is said to have committed a "Foot-fault".

14. Hand-fault. If any part of the body except the feet of a defender and a grenadier touch any part of the ground he is said to have committed a 'Hand-fault'.

15. Cutting the squares. (a) A grenadier must at the beginning of an innings keep his foot or a part of the foot in the square of intersection of the front trench ; he must then on the start of the play touch the square of intersection of the first trench with the same foot or its part ; and again touch the square of intersection of the front trench with the same foot or its part. The whole of this action is known as 'Cutting the Squares'.

(b) While thus cutting the squares, a grenadier may commit a foot fault and/or a hand fault.

16. Raised a foot. If a defender lifts his foot above the ground and stands on the other foot, he is said to have 'Raised a foot'.

Note 1. As long as any part of a foot is touching the ground, a foot is not raised.

Note 2. If the defender is walking or running along a trench, a foot is not raised.

17. Turning the face. A defender is allowed to turn the shoulder line (the imaginary line supposed to be drawn to join the shoulders) upto a right angle to the lines of a trench. If he turns the shoulder line beyond it, he is said to have 'Turned the Face'.

18. Foot out. If the whole foot of an assailant touches the ground outside the boundary of the field he is said to have placed his 'Foot out'.

Note 1. Even if a point of the great toe is touching the ground inside the boundary, the foot is not out.

Note 2. Even if the whole body is in the air, not touching the ground, outside the boundary, the foot is not out.

19. Putting out. If a defender or a grenadier touches an assailant by hand without committing the breach of any rules, the assailant is said to be 'Put out'.

20. 'To call for' and 'Give Tond'. While going up to recross the trenches, when an assailant, standing behind a defender, utters loudly and clearly, addressing the defender the word 'Tond', he is said to have 'Called for Tond'. Immediately on hearing the call, the defender must turn about and face the back trench. This action is known as 'Giving the Tond'.

21. Obtaining, taking and bringing 'Tond'. When an assailant who is going up—up player—and an assailant who is going down—down player—meet in one square, it is said that 'Tond' is 'obtained'. The up player is said to have taken it to the down player. The up player is said to have brought 'Tond'.

Note. An Assailant who has obtained 'Tond' is known as an 'up player' and an assailant who has not obtained it, is known as a 'down player'.

22. *Lona* [Game]. When the foremost up player from amongst the assailants while recrossing the trenches crosses the front trench, it is said that 'Lona' (Game) is scored against the defendants.

23. Fouling. (a) If an up player crosses a trench in going up, without a down player obtaining Tond, the down player has fouled.

(b) If a down player, while going down, crosses a trench which has already been recrossed by an up player or if he goes up and crosses a trench without obtaining Tond he has fouled.

24. Ring. When a defender and a grenadier enclose two or more assailants in a square it is known as a 'Ring'.

Note. If either the grenadier or defender stands with one foot on one side and the other foot on the other side of a square of intersection, a ring is not formed.

25. Previous Trench, Remnant, and Half (a) The trench in front of the defender of a Ring is known as the 'Previous Trench'.

(b) That part of the previous trench which is on the side of the ring is known as the 'Remnant' and the other part as the 'Half'.

RULES OF THE PLAY

1. The play field shall be marked as shown in diagram on page 212.

2. At the commencement of the play, the assailants shall stand in the area between the front trench and the end line in front of it. The defendants shall stand on the trenches—one on each trench—facing the front trench. The grenadier shall stand on the central trench ready to cut the squares. The defenders cannot change their trenches during an innings. (Each of the trenches excluding the front trench is consecutively termed as the 1st trench, 2nd trench, 3rd trench etc. and one defender stands on each).

3. After the signal for commencement of the innings is given, the grendier shall cut the squares. He cannot put any assailant out unless he has cut the squares.

4. (a) While cutting the squares, a grenadier must be on his central trench, but he may commit hand faults and/or foot faults.

(b) If a grenadier does not cut the squares correctly, the umpire shall call him to cut the squares again ; but the umpire cannot do so when the grenadier has once crossed three trenches including the front trench.

5. Other defenders can put an assailant out from the commencement of the innings.

6. A defender can put an assailant out on either side of his trench, while he is playing to cross that trench. A grenadier can put an assailant out on either side of the front trench, be he either an up player or a down player.

7. When an assailant has completely crossed a trench, no part of his foot shall touch the court of the trench which he has crossed.

8. (a) A defender, while he is putting an assailant out or immediately after it, shall not (i) raise his foot (ii) commit a hand fault (iii) commit a foot fault or (iv) turn his face. If he has committed a breach of any of these conditions, the assailant shall not be declared out ; but if the breach is committed as a result of a push from the assailant given before or after his crossing the trench, the assailant shall be declared out.

(b) A grenadier, in putting an assailant out, can raise his foot, commit a hand fault within the lines of his trench, go up and down and turn his face.

9. An assailant shall be out if, (i) he has fouled, (ii) he goes out of the boundary, (iii) he is put out by a defender or grenadier without committing any breach as mentioned in rule No. 8, (iv) he breaks the rules 7, 10 and 20.

10. An assailant shall not allow both of his feet to go out of the boundary simultaneously. It shall be permissible if one foot goes out. If both feet of the assailant have gone out of the boundary, while the rest of the body is inside the boundary, he shall be considered to have placed his feet out. [The rules of the ring in this regard are different. Please refer to them].

11. While holding [defending] his trench, a defender may go beyond the sidelines, but he shall go through the lines of his trench if produced ; in doing so he shall not commit the breach of the conditions mentioned in rule 8.

12. The foremost assailant shall call for Tond on crossing the back trench, from the defender of that trench. The defender shall

then turn about and give Tond. All the assailants who may be in upper court of that trench shall then come down in the lower court of that trench. After all these assailants have crossed down and are out of the way of the defender, they shall again try to recross that trench. While the assailants are thus going down the trench, the defender shall not put them out. This procedure shall be repeated at every trench while going up to recross the trenches.

Note. The court on the front trench side of any trench is known as the upper court and the court on the back trench side of any trench is known as the lower court of that trench.

13. (a) A defender shall immediately turn about and give Tond when an assailant calls for it ; when once he has turned about and given Tond a defender shall not again turn about until the innings is over or a *lona* (game) is scored.

(b) If a grenadier is intervening and an assailant cannot go behind a defender to call for Tond, he shall call for Tond from the place where he is standing. The defender shall then, go to that side and turn about and give Tond. The assailant shall not cross the trench and go up until Tond is given.

14. If the up player and the down player are in different squares of a trench and if the grenadier is intervening, the down player shall go to the square where the up player is. The grenadier and the defender of the trench shall not put the down player out when he is thus going.

15. If there is no assailant remaining in the court of a trench up to which Tond has been brought, the down player who crosses that trench while going down, shall be considered as having obtained Tond when he has entered that court.

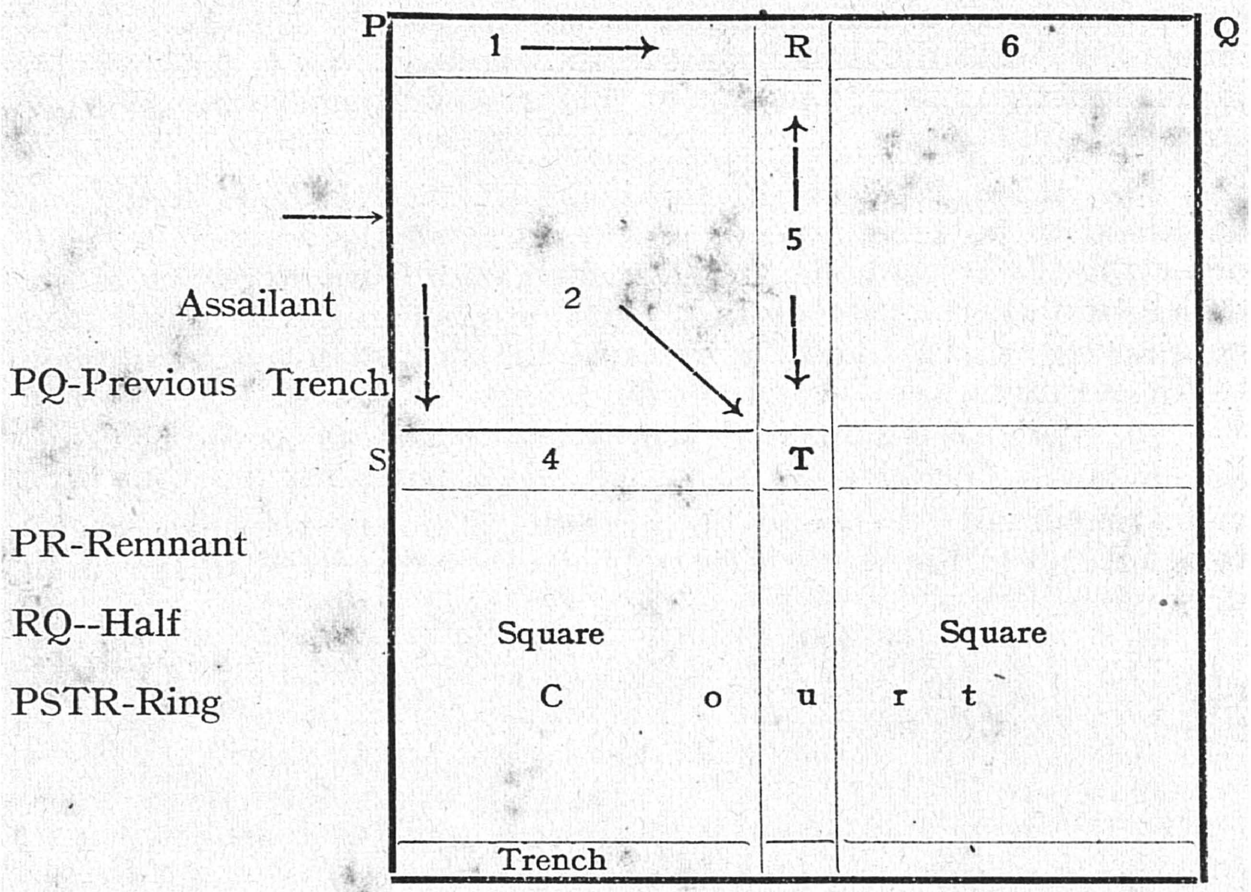
16. An assailant shall be entitled to take Tond to other assailants when once he has obtained it.

17. Immediately when a *lona* is scored, the referee shall announce that 'a lona has been scored' (or make a signal to that effect by blowing a whistle). On such an announcement (or signal) all the remaining assailants who are not out, shall go up and stand between the front trench and end line on that side ; all the defenders shall face the front trench, and the grenadier shall stand on his trench ready to cut the square (i.e. all players excluding those assailants who are out, shall stand as they were at the beginning of the innings). The referee shall then signal to start the play again. The grenadier shall cut the squares and the play shall go on as at the beginning of the innings.

18. When an assailant is out, he shall immediately come out of the playfield, report to the scorer and sit down at the place indicated by the scorer.

RULES OF THE RING

DIAGRAM



1 Assailant on the remnant trying to cross the central trench.
2 Central assailant.
3 Assailant trying to cross the trench.
4 Defender of the trench of the Ring.
5 Grenadier.
6 Defender of the previous trench.

19. THE BOUNDARIES OF THE RING. The boundaries of the ring are the sideline of the square where the defender is defending the trench and the outer line of the trench opposite to that of the defender (previous trench).

Note. An assailant entering a ring shall cross the previous trench completely ; if he does not do so and stands on that trench, the defender of that trench shall have the right to put him out.

20. The assailants in the ring and in the previous trench shall have both their feet entirely within the boundaries of the ring and sidelines. They shall not place any foot out, in crossing the central trench, the trench of the ring and the previous trench.

21. If there is no assailant in the court of the previous trench, the defender of that trench shall remain in the half of that trench.

22. As long as there is an assailant in the ring on the remnant of the previous trench trying to cross the central trench, at least one of the assailants in the court of the previous trench shall remain in the square opposite the half of the previous trench ; he shall not go in the ring.

23. If an assailant in the court of the previous trench as described in rule 22, intends to try to cross that trench without observing the rules of the ring, he shall inform the defender of the trench and the umpire of the trench accordingly. He shall then be allowed to do so and the rules of the ring shall not be applied to the previous trench for the time being.

24. If there is only one assailant in the court of the previous trench he shall remain in the square opposite the half of the previous trench until the assailant in the ring trying to cross the central trench is out of the way of the previous trench. He shall not go in the ring.

25. If any assailant goes in the ring in contravention of the rules 22 and 24, he shall be brought back to the court of the previous trench by the umpire.

RULES ABOUT MATCHES

26. (a) Each side shall consist of nine players.

(b) The captain of the side winning the toss shall intimate to the referee as to whether they will be defenders or assailants.

27. Each innings shall be of 7 minutes' duration ; but if the captain of the side of the assailants wishes to declare the innings over before that time, he shall intimate accordingly to the referee, who shall then signal to stop the play. Until the referee has so stopped the play the innings shall not be taken as over.

28. At the end of each innings there shall be an interval not exceeding 5 minutes.

29. The side of the assailants shall score ten points for each trench crossed by them, the number of trenches including the front trench, being calculated on the basis of the trenches crossed by the foremost assailant.

Note. If a *lona* is scored, the side scores 180 points as each trench is crossed twice over.

30. Three innings shall be played by each side alternately playing as assailants and defenders. The side which scores more points in the three innings shall be the winners. If the scores are equal, an additional innings shall be played by each side as assailants. If the tie still remains, the whole match shall be replayed.

31. If a match is not completed for any reason, it shall be continued further on another occasion and the scores of completed innings of each side shall be counted for that side.

32. If the score of a side exceeds that of the other by 180 points or more, that side shall have the option of requiring the other side to follow their innings as assailants without losing their right to have their own innings as assailants afterwards, in case the other side exceeds their score.

OFFICIALS FOR THE MANAGEMENT OF A MATCH

33. The following officials shall be appointed for the management of a match:—

1 Referee, 9 Umpires, 1 Scorer, and 1 Marker.

34. Umpires. There shall be 9 umpires—one for each trench and one for the central and front trenches, thus making nine in all ; each umpire shall give all decisions promptly and distinctly about his trench and its area.

35. No appeal shall be necessary for any decision of any umpire. The umpires shall direct the assailants who are out in their jurisdiction to go and report themselves to the scorer from outside the field.

36. An umpire shall immediately report to the referee if any player wilfully obstruct the conduct of the play or intentionally breaks the rules or behaves in any ungentlemanly or mischievous manner.

37. The Referee. (a) The referee shall decide, in the presence of both the captains, as to how and when the play and the innings shall be commenced and finished. He shall start and finish the innings with proper signals. (b) He shall keep time and shall announce the score of the assailants at the end of each innings. (c) He shall at the end announce the scores of both the sides and the result of the match. (d) He shall have the authority and discretion to penalise any improper conduct mentioned in rule 36 ; the penalty at his discretion shall range according to the default from forbidding the defaulting player from participation in one innings

up to forbidding the entire side of the defaulting player from participation in further play. (e) He shall decide any questions relating to the interpretation of the rules if they arise. (f) He shall assist the umpires in the discharge of their duties. In case of difference between the umpires over a decision, he shall give his final decision. (g) He shall be responsible for the general supervision of the conduct of the play and the match.

38. Scorer. He shall keep a record of assailants who are out. He shall consult the referee and announce the score at the end of each innings. He shall properly fill in the score sheet and get it signed by the referee.

39. The Marker. He shall station himself outside a sideline (with a suitable sign like a flag in his hand which can be easily seen by the players) and shall move along with the foremost leading assailant to mark the trenches crossed by him. He shall inform the referee and the scorer the number of trenches crossed by the assailants at the end of an innings.

40. The referee may appoint additional officials if he thinks them necessary for the proper conduct of the match. All the officials shall be appointed by the institution under whose auspices the match is organised. They shall work under the guidance of the referee.

Kho-Kho

A GAME OF CHASE

RULES AS ADOPTED BY THE AKHIL MAHARASHTRA SHAREERIKA SHIKSHANA MANDAL

THE PLAY FIELD

1. The *Khokho* field is rectangular and measures 111 feet by 51 feet.

2. X and Y are two rectangles. One side of the rectangle is 51 feet (breadth of the playfield) and the other side is 15 feet.

3. At M and N there shall be two wooden poles.

4. M N is a central lane 81 ft. long and 1 foot wide. There are eight small squares $1' \times 1'$ on the lane. The centre of each square is at a distance of 9 feet from the centre of its adjacent square.

5. There are eight cross lanes which lie across the small squares 51 ft. in length and 1 foot in breadth ,at right angles to the central lane and divided equally into two parts.

DEFINITIONS

1. POSTS. At M and N in the diagram two wooden posts shall be fixed. They shall be 4 feet above the ground and their circumference shall be from 13 to 16 inches.

2. CENTRAL LANE. The rectangle 81′ long and 1′ broad between the posts M and N is known as the central line.

3. CROSS LANE. Each of the rectangles, 51′ long and 1′ broad, intersecting the central lane at regular intervals, is known as a cross lane.

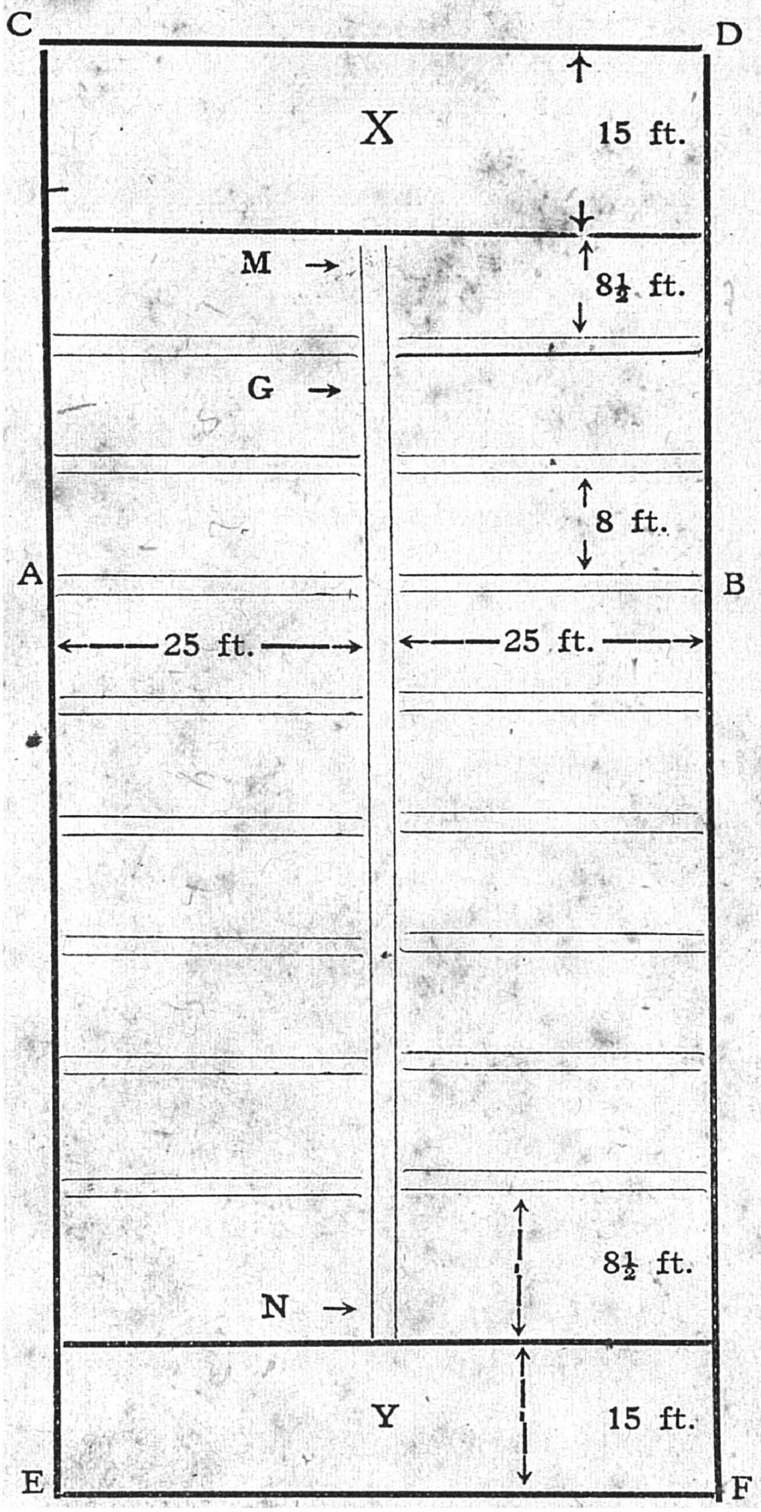
4. SQUARE. Each of the rectangles, $1' \times 1'$ which is formed by the intersection of the central lane and the cross lanes, is known as a square.

5. THE LINE OF THE POST. The line, which goes through the centre of the post and is at right angles to the central lane, is known as the line of the post.

6. THE RECTANGLE. The field outside the line of the posts is known as the rectangle (X and Y).

7. THE LIMITS. The two side lines at a distance of 25 feet from the central lane (and parallel to that lane) and the lines forming the outer boundary of the two rectangles are known as the limits.

DIAGRAM OF PLAY-FIELD



Cross Lanes
A B - 51. × 1 ft.

Central Lane
M N - 81ft. × 1 ft.

Posts
M and N 4 feet high.

C D 51 ft.
E F ,,
C E 111 ft.
D F ,,

Square
1′ × 1′ e. g. G

8. CHASER, ACTIVE CHASER. The players of the side, who sit on the squares and try to tag and touch the players of the other side, are known as chasers and the one of them, who is pursuing the players of the other side, is known as an active chaser.

9. RUNNERS. The players of the side other than the chasers are known as runners.

10. TO GIVE *KHO*. When an active chaser utters loudly and distinctly the word 'Kho', after touching by hand a sitting chaser, it is known as 'giving *kho*'.

11. FOUL. If a sitting or an active chaser violates (commits the breach of) a rule, it is known as a foul.

12. TO TAKE A DIRECTION. To go from one post to another post is known as taking a direction.

13. TO TURN THE FACE. When an active chaser, while going in a particular direction, turns his shoulder line (the imaginary line joining his shoulders) through more than a right angle, he is said to have turned the face.

14. TO RECEDE. When an active chaser, while going in a particular direction, goes in the opposite direction, he is said to have receded.

15. TO LEAVE THE POST. When an active chaser lets go his hold or touch of a post and goes beyond and leaves the rectangle, both these actions are known as leaving the post.

Note. If any part of the body of an active chaser is in contact with the ground in the rectangle, he has not gone beyond or left the rectangle.

16. FOOT OUT. When the whole of a foot of a runner is touching the ground outside the limits, he is said to have placed his foot out.

Note. If any part of the foot is touching the ground inside the limits, the foot is not out. If the whole of the body is in the air outside the limits, the foot is not out.

17. *LONA* (game). When all the runners are out, a lona is said to be scored against the runners by the chasers.

RULES OF THE PLAY

1. The play field shall be marked as given in the diagram on page 223.

2. The side winning the toss shall inform the referee of their choice to be chasers or runners. Eight of the chasers shall sit on

the eight squares on the central lane in such a way that no two adjacent chasers face in the same direction. The ninth chaser (active chaser) stands at either of the posts to start the pursuit.

3. No part of the body of an active chaser shall touch the ground of the central lane or beyond it. An active chaser shall not cross the central lane from inside the posts (from the side of the posts on which the central lane is marked).

4. If a *'Kho'* has to be given, it shall be given from behind a seated chaser. It shall not be shouted from a distance. It shall be given in a sufficiently loud tone so that the runners can hear. The seated chaser shall not get up *without getting kho or before getting kho*. An active chaser shall not utter *kho* unless he touches by hand a seated chaser. An active chaser shall not give *kho* by touching the arm or leg extended by a seated chaser.

5. If an active chaser violates any of the rules 3, 4 and 6, the umpire shall declare a foul by blowing his whistle and raising, without any delay, both hands sideways, and shall compel immediately the active chaser (any one who is then actively chasing) to go in a direction opposite to that in which the runner is going. Immediately on hearing the signal, given by the umpire by his whistle, the active chaser shall stop and take the direction indicated by the umpire. If the active chaser does not stop or take the direction indicated by the umpire, and if the runner thereby becomes out, he shall be declared 'not out' and the active chaser shall have to follow the direction indicated by the umpire.

6. If an active chaser goes beyond the cross lane of the square on which a chaser is sitting and if he has let go his hold of that sitting chaser, the active chaser shall not give him *kho*. An active chaser shall not recede to give *kho*.

7. An active chaser shall sit down immediately after giving *kho* on the square of the chaser to whom *kho* is given.

8. On getting up after *kho*, an active chaser shall go in the direction, which he has taken, by going beyond the cross lane of the square on which he was sitting. He shall not recede.

Note. As long as any part of the foot of a player is touching the ground of a cross lane, he has not gone beyond the lane. An active chaser has receded if any part of his body touches the ground behind him (i.e. on the part of the ground beyond which he has gone) in the direction opposite to that which he has taken.

9. An active chaser shall take the direction to which he turns his face i.e. he turns his shoulder line (the imaginary line going across the shoulders). He shall not recede.

10. An active chaser shall take the direction according to one of the actions mentioned in rule 8 and 9 which he has performed first.

11. When an active chaser has once taken a direction of the post M or N, he shall go in that direction up to the line of that post unless he gives *kho* before that. An active chaser shall not go to the other side of the central lane, unless he turns round the post from outside.

12. If an active chaser has left a post, he shall go in the direction of the other post, remaining on that side of the central lane where he was when he left the post.

Note. When at a post, an active chaser shall not cross the central lane.

13. The face (shoulder line) of an active chaser shall be in the direction which he has taken. He shall not turn his face. He shall be allowed to turn the shoulder line up to a position parallel to the central lane.

14. The chasers shall sit in a manner which shall not obstruct the runners. *If a runner becomes out by such an obstruction, he shall not be declared out.*

15. The rules about taking the direction and turning the face shall not be applicable in the area of the rectangles (rule Nos. 8 to 10 and 13).

16. During an innings an active chaser may go outside the limits but he shall observe all the rules about taking direction and turning face even when outside the limits.

17. A runner shall not intentionally touch a seated chaser. If he does so, he shall be out.

18. A runner shall be out, if both of his feet go outside the limits.

Note. If both of the feet of a runner are outside the limits, the rest of the body being inside, it shall be considered that the feet are out.

19. A runner shall be out if he is touched by hand by an active chaser.

20. The active chaser and the other chasers shall not violate any of the rules Nos. 3 to 13 both inclusive. It shall be a foul if any rule is violated. If a player is out as a result of such a foul or if a foul is committed immediately as a result of the action taken in putting a runner out, the runner shall be declared not out.

21. An umpire shall compel immediately, an active chaser to take the proper direction or to do the proper action, if he commits a foul by violating any of the rules Nos. 7 to 13 both inclusive.

RULES ABOUT MATCHES

22. Each side shall consist of 9 players.

23. (a) Each side shall be chasers and runners alternately. There shall be two such turns.

(b) The runners shall fix and record with the scorer their names in their order of playing. At the beginning of an innings the first 3 players shall be inside the limits. Immediately on these three being out the next three shall enter. This will continue till the end of the innings. The active chaser, who has put out the third runner (in each group of three who enter) shall not pursue a new entering runner. He shall give *kho*. Each side shall enter their runners in the field from one side of the field only.

24. Each innings normally shall continue for 7 minutes. The tournament committee shall have the option to vary the time from 5 to 7 minutes according to the age and skill of the players by previously fixing the same and announcing it. The chasers shall have the option to end the innings before the allotted time. The captain of the chasers shall inform the referee about the same and request him to stop the play and declare the innings closed. Immediately on this request, the referee shall stop the play and close the innings. Until the referee has signalled to stop the play, the innings is not closed. There shall be an interval up to 5 minutes between two innings.

25. The side of the chasers shall score 10 points for each runner who is out. If all the runners are out before the time, a *lona* is scored against them and they shall again send, in the same order, their runners to play as given in rule 23 (b). The play shall be continued in this manner until the time of the innings is over. The order of the runners shall not be changed during an innings.

26. The side, that scores more points at the end of the match, shall be declared the winners. If the points are equal, two more innings (one turn for each side as chasers and runners) shall be played and if again the points are equal, the whole match shall be replayed.

27. If a match is not completed for any reason, it shall be continued further at another time and the scores of the completed innings of each side, shall be counted for the sides.

28. If the points of a side exceed the points of the other side by 120 or more, the former side shall have the option of requiring the latter side to follow on their innings as chasers, without forfeiting their right to take their innings as chasers afterwards, in case the other side exceeds their score.

OFFICIALS FOR THE MANAGEMENT OF A MATCH

29. The following officials shall be appointed for the management of a match.

Two umpires, a Referee (one of the umpires may be appointed as a referee), a Timer and a Scorer.

30. UMPIRES. A line may be drawn in the centre of the field parallel to the lines of the post, equally dividing the play-field into two halves. One umpire shall stand in each half of the field thus formed. He shall give all decisions in his half. No appeal shall be necessary for decision. The umpires shall declare a foul and compel an active chaser (whosoever is chasing) to act up to the rules. A foul is declared by an umpire by blowing a whistle and raising both hands sideways. An 'out' is declared by word of mouth and raising the right hand upwards. The umpires shall direct the runners who are out to go outside the field and report to the scorer and sit at the place indicated by him.

31. REFEREE. The referee shall perform the following duties:—(a) He shall help the umpires in the performance of their duties and shall give his final decision in case of any difference between them. (b) If a player intentionally obstructs the conduct of the play or behaves in an ungentlemanly or mischievous manner or intentionally violates the rules, the referee shall, at his discretion, penalise the defaulting player. The penalty, at his discretion, shall range according to the default from forbidding the defaulting player from participation in one innings up to debarring his entire side from participating in further play. (c) He shall give decisions about any questions regarding the interpretation of rules if they arise. (d) He shall announce the scores of the sides at the end of the match and also the result of the match. (e) He shall be responsible for the general supervision of the conduct of the play and the match.

32. TIMER. He shall give clear signals about the start and the finish of an innings and shall keep record of the time and hand it over to the scorer at the end of each innings. The duties of a timer may be delegated to the referee or the scorer.

33. Scorer. He shall take the order of the runners from their captain and see that they enter the field in that order. He shall keep a record of the runners who are out and make them sit in a place kept for the purpose. At the end of an innings he shall write the score-sheet and shall prepare the score of the chasers in consultation with the referee. He shall, at the end of the match, complete the score sheet and prepare the scores of the two sides and the result of the match in consultation with the referee. He shall get the score-sheet duly signed by the referee and the umpires.

34. The officials of the match shall be appointed by the institution under whose auspices the match is arranged and they shall function under the guidance of the referee.

Hututu

KABADI or DO-DO-DO

RULES AS ADOPTED BY THE AKHIL MAHARASHTRA SHAREERIKA SHIKSHANA MANDAL

Note.—(1) There are 3 varieties of the game. One is known as 'Sanjeevani'' game (revival game), wherein a player, who is once out, can re-enter the play (revive) during an innings. The second is known as ''Ganimi'' Game (non-revival game) wherein, a player who is once out cannot re-enter the play, unless an innings is over or a *lona* (a game) is scored by either party. The third is known as the 'Amar' game, (all in game) wherein a player, who is out, does not go out of the field, but continues to play, a record of such players being only made for the purpose of scoring points for the sides.

(2) The several rules of play are the same for all these varieties. The play field is the same for the first two varieties, but some rules about matches differ (the time allowed for each innings, the number of innings played and the method of scoring) and some rules are also different and these only are given at the end.

THE PLAY-FIELD

1. A B C D is the play-field. It is divided into two equal rectangle (ABNM & CDMN). AB is 25 ft. BC is 40 ft. BN, NC, AM, MD are each 20 ft. in length. PN and NR are each 8 ft. in length. MN is a line dividing the play-field into two halves. OP and QR are two lines parallel to it on either side at a distance of 8 ft.

2. EF and GH are two lines drawn parallel to BC and DA respectively and at a distance of 3 ft. from them. These strips 40 ft. in length and 3 ft. in breadth, on either side of the play-field, are the 'Lobbies'. The end-lines AB and CD are extended to meet these lines. The central line is also extended to meet these lines.

3. For junior players the dimensions of the play-field are as follows:—

AB, CD—20 ft. each. BC, AD—30 ft. each.
BN, NC—15 ft. each. PN, NR—6 ft. BE, AH—$2\frac{1}{2}$ ft.

DEFINITIONS

1. (a) THE BOUNDARY. The lines, on the four sides of the play-field, are known as the boundary (AB, BC etc.).

(b) THE LOBBIES. Each of the strips on the sides of the play-field is known as a lobby. When the lobbies are included in the play-field (when the lobbies come in play) the boundary of the play-field is extended up to the four lines which enclose the field including the lobbies EF, FG, GH and HE).

2. THE MID LINE (MARCH). The line that divides the play-field into two is known as the mid-line (MN).

3. THE COURT. Each half of the field, divided by the mid-line, is known as the Court.

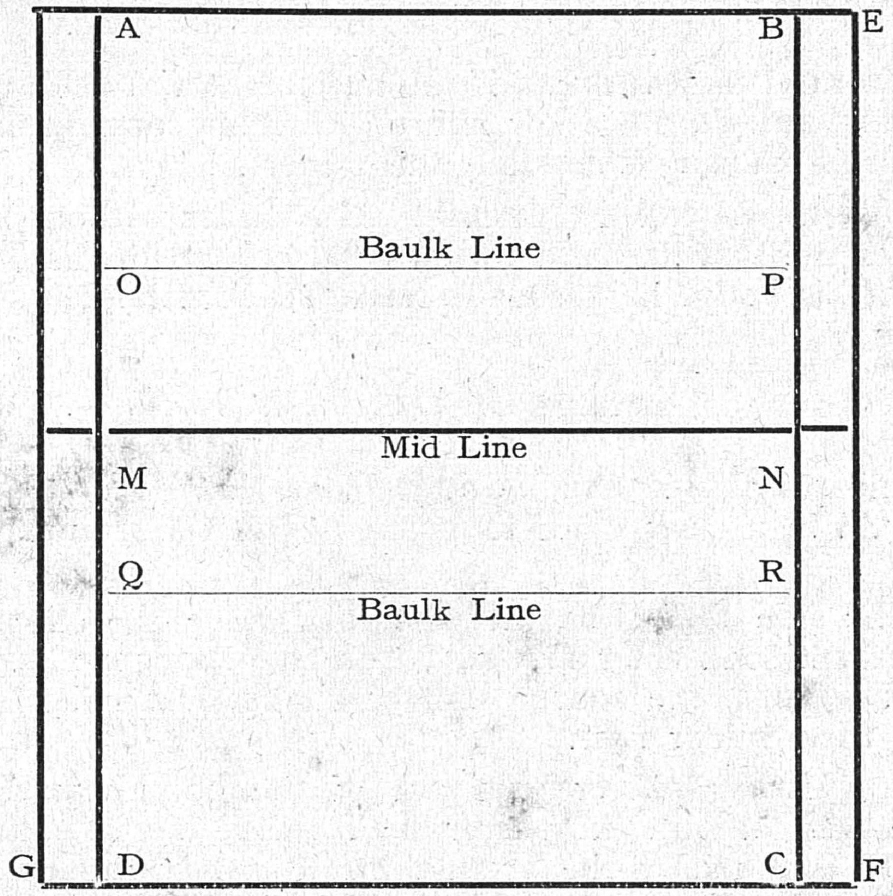


Diagram of the play-field

4. THE BAULK LINE (BAULK). Each of the lines in the Court parallel to the mid-line (8 ft. from it) is known as the baulk line (OP, QR).

5. THE CANT; TO KEEP THE CANT, TO GO WITH THE CANT. The repeated and clear sounding aloud of the syllables Hu-tu-tu within the course of one respiration is known as the cant. Doing this in the court of an opponent is known as keeping the cant or going with the cant.

6. RAIDER AND ANTI. One, who goes in the court of the opponent with the cant, is known as a raider and those whom he raids are known as antis.

7. LOSING THE CANT. To stop the repeated and clear sounding aloud of the syllables Hu-tu-tu or to take in a breath during a cant is known as losing the cant. Obviously, a cant must be started and continued within one and the same expiration.

8. TO PUT OUT AN ANTI. If a raider touches an anti without the breach of the rules, or if any part of the body of an anti touches any part of the body of a raider, the anti is said to be put out.

9. TO HOLD A RAIDER. If the antis hold and keep the raider in their court and do not allow him to go to his court until he loses his cant, it is known as holding the raider'.

10. TO REACH HOME (SAFELY). If a raider without losing the cant crosses the mid-line and touches the ground of his court with any part of his body, he is said to have 'reached home (safely),.

RULES OF THE PLAY

1. The play-field shall be marked as shown in the diagram. There should be a clear space of at least 15 feet all round the play-field.

2. The side that wins the toss shall have the choice of the court and shall send their first raider in the opponents' court. In the second innings, the courts shall be changed and the other side shall send their raider first.

3. (a) If any player goes out of the boundary during an innings he shall be out. A player shall not be out (1) if any part of his body is touching the ground inside the boundary and (ii) during a struggle if any part of his body is touching the ground inside the boundary or any part of any other player's body which is inside the boundary.

(b) When either a raider of an anti touches each other, a struggle begins. When a struggle begins the lobbies are included in the play-field during that struggle. (Refer to definition 1).

4. (a) A raider shall keep the cant with Hu-tu-tu as the syllables for sounding ; other syllables shall not be allowed.

(b) A raider must enter the opponents' court and start the cant simultaneously. If he starts the cant late, the umpire

shall order him to go back, and declare the turn of raiding of his side as over. The opponents shall not pursue and put out such player.

(c) If any raider or his side is purposely violating the rule 4 (b), i.e., simultaneous entry and cant' for the purpose of losing their turn of raiding, the umpire shall not declare their turn over and order the side to send their raider.

5. As long as at least one foot of a player is touching the ground of his court, he has not entered the opponents' court.

6. After a raider has reached home or is put out in the opponents' court, the opponents shall immediately send their raider. Thus each side shall send raiders alternately until the end of an innings.

7. If a raider, who is caught or is being caught by the antis, escapes from their attempt to hold him and reaches home safely, he shall not be pursued and put out.

8. (a) Only one raider shall go in the opponents' court at one time ; if more than one raider enter the opponents' court, the umpire shall order all of them to go back to their court and declare their turn of raiding as over, and shall declare those antis who are touched by these raiders as 'not out'. The opponents shall not pursue and put out these raiders.

(b) If any such raider—as given in (a) above—is caught by any anti and his side, the umpire shall wait until he loses his cant ; if the raider loses the cant, while so held, he shall be declared out ; but even if such a raider reaches home safely, escaping from the hold of the antis, the antis shall not be declared out.

(c) If an umpire finds out that a side is purposely sending more than one raider at a time, he shall warn that side not to do so. But if, in spite of such a warning, the side does the same thing again intentionally, the umpire shall declare their turn of raiding over and shall declare all the other raiders except the first according to his judgment, as out.

9. If a raider, while in the opponents' court, loses his cant and thereafter touches or is touched by an anti, he shall be out.

10. If a raider reaches home safely, all the antis, who have touched him or are touched by him in the opponents' court, shall be out.

11. (a) When a raider is held, the antis shall not try to obstruct and stifle his cant by keeping their hands on his face or

mouth ; they shall not also attempt to stop his cant by pulling his hair or by any other improper or injurious methods or means. If any antis do so and if the raider loses his cant thereby, the raider shall be declared to have reached home safely.

(b) No player shall intentionally push his opponent out of the boundary. If any one is so pushed, the one who pushes, shall be declared out and the one pushed 'not out'. If the player, who is pushed out, is a raider, he shall be declared to have reached home safely.

12. If any anti is not put out, or if the baulk-line in the opponents' court is not crossed completely at least once by a raider, before he comes back to his court, he shall be declared out.

Note.—As long as any part of the body of a raider is touching the ground between the mid-line and the baulk-line, the baulk-line is not crossed by the raider.

13. (a) As long as a raider is in the court of the antis, no one of the antis shall touch the ground of the raider's court, beyond the mid-line with any part of his body. If any anti violates this rule, he shall be out.

(b) If any anti, who is out having violated the above rule 13(a), holds a raider or has helped in holding a raider, or has violated the said rule while holding or helping to hold the raider, the raider shall be declared to have reached home safely.

14. If a raider goes out of turn in the opponent's court, he shall not be out only for this action of his, but rule 13(a) shall be applicable to him.

15. If an anti pulls a raider across to his court, before the raider has crossed the mid-line, nobody shall be out ; the umpire shall ask the raider to go for raiding.

16. When all the players of a side are out, the other side shall have scored a *lona* (game) against them ; the play goes on, and all the players of both the sides enter their own courts as in the beginning and continue playing. The side against whom the *lona* is scored shall send their raider to begin the play. In an innings, if a *lona* is thus scored and the time of the innings is not over, the innings continues according to this rule with all the players reviving and entering the play. They play thus continues until the time of the innings is over.

17. During an innings, players shall not talk loudly amongst themselves, give hints, shout, make noise, and shall not do such other things, so as to obstruct the hearing of the cant by the

umpire. If any player behaves in this manner, the referee shall warn him ; if he continues to do so in spite of the warning, the referee shall debar him from further participation in that innings. Only the captain of the side shall have the right to give hints to the players of his side, and to talk to the umpires, referee and other officials.

RULES ABOUT MATCHES

18. Each side shall consist of 9 players.

19. Between the innings an interval up to 5 minutes shall be given. The courts shall be changed for each innings.

20. Each side shall score 10 points for each opponent who is out. The side, which scores a *lona,* shall score 20 points for the *lona*.

Note.—A player, who is out more than once in an innings, shall be counted as a separate player for each time he is out, for the purpose of scoring.

21. The side which scores more points at the end of all the innings shall be declared winners.

22. If there is a tie 2 extra innings of 5 minutes each shall be played. If the tie still remains, the whole match shall be played again.

23. If owing to any reason a match is not completed, the scores of each side, for the innings which are completed, shall be counted for the side and the match continued further at another time on another occasion?

24. It is desirable to form the sides according to weights in Hututu. The following groups are made according to the weights of the individual players. The sports committee should announce the groups they intend to select for their tournament. It is desirable to take the weights of all the players in a tournament in their sports clothing on the same weighing machine and that too every time just before the play starts. The sports committee should previously announce the time and the method etc. of recording weights along with the announcement of the tournament.

Group	1	Open	any weight is allowed,
,,	2	110 lbs.	and under
,,	3	90 lbs.	,, ,,
,,	4	75 lbs.	,, ,,
,,	5	60 lbs.	,, ,,

Groups 4 and 5 shall be counted as juniors. If the tournaments are taken by age groups, the committee should announce as to which age groups are to be counted as juniors.

THE OFFICIALS OF THE MATCH

25. The following shall be the officials for the management of a match:

2 Umpires, 1 Referee (who shall be other than the umpires) 1 Scorer and 1 Timer.

26. (i) The Umpires shall station themselves along the side lines, one on each side and shall promptly declare all the decisions on their side. No appeal shall be necessary for a decision. They shall direct all the players who are out, to go out of the field, to report to the scorer and sit at a place indicated by him.

(ii) The Referee shall (a) supervise the duties of the umpires and shall give his final decision in case of any difference of opinion between the two umpires ; (b) penalise a defaulting player who intentionally obstructs the play, or behaves in an ungentlemanly or mischievous manner, or violates the rules purposely, the extent of the penalty ranging according to his discretion and nature of the default from debarring the defaulting player from an innings up to debarring his whole side from further play ; (c) decide the points about interpretation of the rules if they arise ; (d) announce the scores of each side at the end of each innings ; (e) announce the scores and the winners at the end of the match ; and (f) supervise in general the conduct of the whole match.

27. The Scorer shall (a) keep a record of those who are out in their order of becoming out and see that they are seated in a place indicated by him (indicating the player who revives in a revival game, and keeping a record of the same). In the revival game he shall indicate the player who revives and keep a record of the same, (b) fill in the score sheets in consultation with the referee and announce the scores at the end of each innings and the result at the end of the match and (c) complete the score sheet and get it duly signed by the referee and the umpires.

28. The Timer shall give clear signals to begin and end an innings and keep the record of the time. The referee may perform the duties of a timer.

29. More officials may be appointed if necessary. The institution under whose auspices the match is held, shall appoint the officials and they shall work under the direction of the referee.

Note.—It is desirable ordinarily to have an official at each of the lines bounding the play-field to facilitate the conduct of the play and the match. The referee may appoint some officials for this purpose as helpers and may give them specific duties. The referee should station himself

near the scorer. Two helpers may be appointed for the two lines along which the umpires are not stationed. They can help the umpires to give their decisions when referred to and also help the scorer to record the players who are out [and also those who revive in the revival game]. **The helpers shall not give any decisions unless questioned by or asked by the umpires.**

ADDITIONAL RULES FOR VARIATIONS OF THE GAME

The above rules are applicable to all the three variations of the the same. Additional rules for each variation and the rules which are not applicable to each variation are given below.

The Sanjeevani Game [The Revival Game]

1. (a) Players who are out shall be revived and enter play. One player shall be revived for each opponent who becomes out. Players shall be revived in the same order in which they become out.

(b) A player who is revived shall enter his court from the end-line parallel to the mid-line.

2. There shall be two innings of 2 minutes each in a match. The tournaments committee may at their discretion vary and previously announce the time from 15 to 20 minutes according to the age and skill of the players.

The Ganimi Game [The Non-Revival Game]

There shall be three innings of 12 minutes each in a match. The tournaments committee may at their discretion vary and previously announce the time from 10 to 12 minutes according to the age and skill of the players.

The Amar Game [The All-In-Game]

THE PLAY-FIELD. The dimensions in the diagram on page 212 shall be as follows :—

AD = BC = 30 feet. BN = NC = 15 feet.
PN = NR = 7 feet.
For Juniors : AD = BC = 24 feet. BN = NC = 12 feet.
PN = NR = 5 feet.

1. The following rule shall be applicable instead of rule 16 above. A player shall not go out of the field after he is declared out ; he shall continue playing. When a umpire declares a player out, the scorer shall promptly make a record of the same.

2. No *lona* is scored and hence no points for lona shall be counted.

3. There shall be two innings of 20 minutes each in a match. The tournaments committee may at their discretion vary and previously announce the time from 15 to 20 minutes according to the age and skill of the players.

Rule to be observed in all Games

When a match is being played, players are forbidden to talk loudly amongst themselves, to shout, to make noice and to do such other things as will cause difficulty in the conduct of the play and the match. The referee shall warn a player if he behaves in such a manner. If, in spite of the warning, he continues to behave in such a manner, the referee shall disqualify him and forbid him to participate in that innings. The captain of a side shall be the only person who shall instruct his players, and talk with the referee, and other officials.

RULES ABOUT SUBSTITUTION & CHANGE OF PLAYERS IN ATYAPATYA, KHO-KHO and HUTUTU

1. A side can start a match with one or two players less in their team ; but (a) in ATYAPATYA their trenches shall be counted as crossed when their side is defending. The central trench must be defended by a player ; (b) in KHO-KHO, they shall be counted as 'out', when all are out, in calculating the score of the other side as chasers. Substitutes shall be allowed when their side is playing as chasers and the substitutes shall be approved by the captain of the other side ; (c) in HUTUTU, when all the other players of their side are out, the absentees shall be counted as out and a lona shall be scored against the side ; (d) when the absentees come, they shall enter the play with the permission of the referee ; (e) substitutes can be taken in place of the absent players at any time, but when they are thus taken no change of players shall be allowed afterwards until the end of that match. (f) If a match is replayed, the players need not be the same again.

2. If a player is so seriously injured that, in the opinion of the referee, he is unable to continue to play, the referee shall allow the side of the injured player to choose another player to substitute him. The referee shall inform the captain of the other side about the same.

3. If a player suffers from a minor injury and does not play, his side may be allowed to take a substitute with the permission of the referee and the captain of the other side. In such a case the injured player shall not re-enter that match.

4. Whenever a substitute is allowed, he shall possess all the necessary qualifications to play for that side as required for the match. (Membership of the institution, age, weight etc. whatever the condition of inclusion in a team may be.)

5. If players are penalised for any default and are forbidden to participate in the play by the referee, no substiutes shall be allowed. In KHO-KHO, however, substitutes shall be allowed only when the side is playing as chasers and then the substitutes shall be according to the choice of the captain of the other side. The substitutes shall not play as runners. In ATYAPATYA, their trenches shall not be defended, but they shall be counted as crossed when the opponents play as assailants. In KHO-KHO and HUTUTU, the penalised players shall be counted as 'out' when all others are out. If more than two players are penalised and forbidden to play at one time, the whole side shall be taken as disqualified.

MESTON TRAINING COLLEGE MADRAS

Chedugudu or Kabaddi

RULES AS ADOPTED BY THE INDIAN OLYMPIC ASSOCIATION

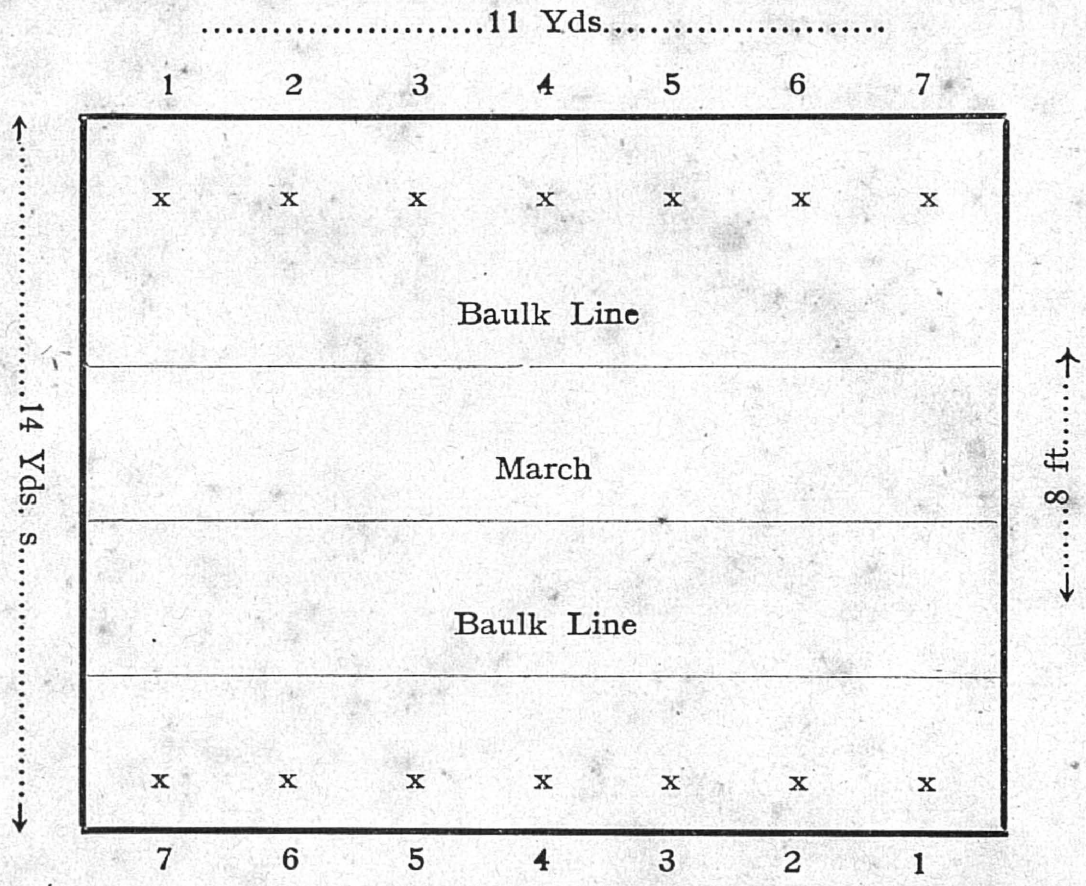
THE GAME

The game of Kabaddi, commonly known as Hututu in Bombay and in the Central Provinces and as Chedugudu in Madras and Mysore, is played by two teams of seven players each. The purpose of each team is to score as many points as possible by putting out players of the opposite team.

The game does not require any equipment except a small space of 14 yards by 11 yards.

RULE I—GROUNDS

DIAGRAM OF KABADDI GROUND



Players who are eliminated from the game take their places in the order in which they are eliminated and await for their revival.

1. The ground shall be level, measuring 14 yards by 11 yards, divided by a middle line into two halves, each being 11 yards wide and 7 yards deep.

2. It is necessary to have 6 ft. of clear space outside the side lines and 12 ft. of clear space outside the end lines. Wherever this is not possible the Captains may agree to have their own ground rules.

3. The mid-line or the March dividing the homes of the two sides shall be distinctly drawn and shall not be more than six inches broad.

4. There shall be a Baulk line drawn through the entire width of each court parallel to, and eight feet away from, the March.

RULE II—DURATION

1. The game shall consist of two half hours periods with a five minutes rest in between.

2. For junior matches and women's matches the duration of the game shall be 20 minutes halves with a five minutes rest in between.

RULE III—TEAMS

1. The game shall begin with seven players on each team.

2. Substitutes shall be allowed only in the case of an injury making a player incapable to play further. Substitutions shall be made from among the players whose names are mentioned in the entry form.

3. The personnel of a team shall not be changed in the course of a match.

4. Each team shall alternately send a raider into the home of other team.

5. One or more players can be put out in the course of a raid.

6. A player who is out shall be revived, in the same order he is out, only when one opponent is put out.

7. A player when out shall leave the court and shall wait outside to be revived.

8. The whole side when put out during play shall automatically be revived and the opposite team shall score two more points in addition to the usual points scored for putting out the individual members of the opposing team.

9. The Captain of a team, which has only one or two players left during play, may declare them out and bring in the whole team provided, however, he concedes to the opposing team one point per player left and an additional two points.

10. A raider or an anti who gives a point to the opponent shall be considered as dead or out of the game but shall await his turn to be revived.

11. The minimum dress of a player shall be a sleeveless banyan and shorts or junghyas with langote or jock strap underneath. No oiling of the body or limb shall be allowed. All must play bare feet. No metal should be worn and nails must be closely clipped.

12. All players shall be suitably numbered and all teams shall appear in distinct uniform. The numbers shall be six inches high and in bold type.

13. Any player entering or leaving the court while the game is in progress may do so with the permission of the Umpire only when a raid is complete, failing which the opposite team will score one point.

RULE IV—OFFICIALS

1. The officials shall be a Referee, two Umpires, two Linesmen, a Scorer and a Time-Keeper. One of the Umpires may act as Referee.

2. The Umpires' decision on the field shall be final. When two Umpires disagree the Referee shall give his decision which shall be final and binding.

3. The Referee shall have the power to warn, declare point against, or to disqualify from the match any player or team committing any of the following or other gross violations of sportsmanship :—

(a) Persistently addressing the officials in regard to decisions.

(b) Making derogatory remarks about or to the officials.

(c) Committing acts derogatory to the officials, or actions tending to influence their decisions.

(d) Making personal or derogatory remarks about or to opponents. This Rule applies also to coaches and supporters.

4. The Referee's decisions are final and players shall not question his decisions while play is in progress. The Referee has the power to warn or disqualify a player or a whole team for such unsportsmanlike conduct.

5. The Referee shall have the power to stop a match for deliberate coaching by coaches, officials or spectators.

6. The Referee shall have the power to suspend a game temporarily in case of a serious accident.

RULE V—DEFINITION OF TERMS

1. The repeated sounding aloud of one or more approved syllable within the course of one respiration shall be called a "Cant".

2. One who goes from his home into that of the opponent party with the captain's order to put out one or more of his opponents shall be called a "Raider". Every player of the other party acting against the raider shall be called Anti-raider or "Anti".

Note.—The "Raiders" must begin his "Cant" as soon as he leaves the March. A player who violates this rule is not playing the game and he (the player) should receive a warning from the Umpire. The Referee has the power to disqualify a player who persistently violates this rule.

3. A Raider reaches (or is said to reach) Home when he touches any part of the March or, after crossing the March, touches any part of the home.

4. By Touch is meant contact by or with any part of the body, clothing, or any other of one's personal belongings ; and by a Struggle is meant the holding of the raider by one or more Antis to prevent the former from reaching home with Cant.

5. By an Intruder is meant (a) a player found on the March or in the opponent's home when a raid is on, (b) a raider who has left the March but is without a Cant or a Raider who has lost his Cant before reaching home.

Exception. No Anti in a struggling group will be deemed an Intruder while the struggle is on.

6. Each of two or more persons starting and acting as Raiders will be liable to be dealt with as an Intruder until only one is left to act as such.

7. By 'No Raid' is meant the failure on the part of the Raider to cross the Baulk Line of the defending team.

Note.—Baulk Line is not crossed so long as both legs of a "Raider" have touched the ground between the March and the Baulk Line.

9. The Captain of a team, which has only one or two players left during play, may declare them out and bring in the whole team provided, however, he concedes to the opposing team one point per player left and an additional two points.

10. A raider or an anti who gives a point to the opponent shall be considered as dead or out of the game but shall await his turn to be revived.

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Note.—The "Raiders" must begin his "Cant" as soon as he leaves the March. A player who violates this rule is not playing the game and he (the player) should receive a warning from the Umpire. The Referee has the power to disqualify a player who persistently violates this rule.

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6. Each of two or more persons starting and acting as Raiders will be liable to be dealt with as an Intruder until only one is left to act as such.

7. By 'No Raid' is meant the failure on the part of the Raider to cross the Baulk Line of the defending team.

Note.—Baulk Line is not crossed so long as both legs of a "Raider" have touched the ground between the March and the Baulk Line.

RULE VI—SCORE

1. If a Raider reaches home with Cant after touching one or more Antis he shall score as many points as the number of Antis touched. The Antis who were touched would automatically be out and wait their turn for revival.

2. Each Raider must cross the Baulk Line of the opposite Home, at least once during a raid. When a Raider fails to cross the opposite Baulk Line he shall be declared out and the opponents shall score one point.

3. But in case of pursuit the Raider pursuing and touching an Anti immediately following his raid need not cross the Baulk Line and the Anti so touched shall be out.

Note.—Baulk Line need not be crossed where the Raider touches an Anti or Antis between the March and the Baulk Line or *vice versa*. In other cases the Baulk Line must be crossed.

4. If a Raider, who has been touched or held by one of the Antis, does not reach his home with Cant, the Raider shall be out and the defending team shall score one point.

5. Any player who does out of bounds shall be considered out, and the opposing team shall score one point. If in a struggle the raider or the opponents move out-of-bounds wilfully the one that goes out-of-bounds first shall be out and the opponents shall score one point. But in a struggle the player or players who are thrown out-of-bounds by the opponent or opponents shall score one point but no one shall be out.

Note.—A player goes out-of-bounds when any part of his body comes in contact with the ground outside the boundary lines.

6. An Intruder if he is touched by any one of his opponents with Cant shall be out and the opposite team shall score one point.

7. A Raider may be put out by an Anti taking Cant when there is one or more Intruders in the raiding field. The team that puts him out shall score one point.

8. If a Raider is warned against any danger by one of his own side the Anti will score one point.

9. A Raider is not to be held by any part of his body other than his trunk or limbs, and for any violation of this rule the opponents shall score one point.

10. If a Raider succeeds in touching the March with any part of his body in spite of a struggle by his Antis, all those of the Antis who came in touch with the Raider would be out and the raiding team shall score as many points as the number of players put out.

11. When a team manage to put out the entire opposing team they shall score two points in addition to the points scored by putting out individual players.

12. When only one or two players of a team are left during any game, and the Captain of the team may declare them out in order to bring in the full team, the opponents shall score as many points as there were players left before declaring, as well as two points for putting out the whole team.

RULE VII—FOULS

1. A player shall not attempt to stifle a Raider's Cant by shutting his mouth, throttling or any other way The Referee should act promptly when this rule is violated and he has the power to disqualify the player concerned from further participation in the game.

2. Violent tackling leading to injuries to the body are forbiddlen. The Referee shall exclude players inclined to do this from the game.

3. Players shall not unduly prolong the game. A team that takes more than five seconds to send a Raider when asked to do so by the Referee is delaying the game unnecessarily and shall concede one point to the opponents.

RULE VIII—MATCHES

1. The team which has won the toss shall have the right to choose its home, and the other side shall send the Raider.

2. When the match is resumed after half time, the teams shall change homes and the team which did not send the first Raider at the outset of the game, shall send their Raider now.

Note.—After half time the game shall continue with the same number of players of both teams as it was at the end of the first half.

3. If the score is a tie at the end of a game, it shall be continued for periods of 10 minutes each till the tie is broken.

4. Time out may be called by the Captain of the team in the event of an injury to a player. Such time out period shall not, however, exceed more than 2 minutes.

5. The team which scores the highest total score at the end of the full time shall be declared the winner of the Match.

6. In the match between Junior teams and Women's teams there is no change of rules except the duration of play.

KABADDI SCORE SHEET

Date.......................... Place........................ Time........................
..............................Round Semifinal Final
.... *vs.* ....

Name of players.	Name of players.
1....................................	1....................................
2....................................	2....................................
3....................................	3....................................
4....................................	4....................................
5....................................	5....................................
6....................................	6....................................
7....................................	7....................................
8....................................	8....................................
9....................................	9....................................
10....................................	10....................................

RUNNING SCORE.

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	91	92	93	94	95	96	97	98	99	100

Out	Revived	Out	Revived

Points Scored............................ Points Score..............................
Won by....................Scorer.......................Referee......................
Umpires : (1)....................................(2)....................................

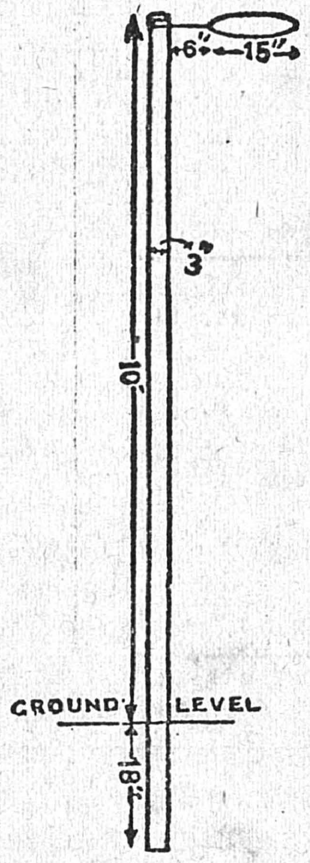
Netball

RULES AS PLAYED BY THE WOMEN'S INTER-COLLEGIATE ATHLETIC ASSOCIATION, MADRAS

I. Object of the Game

Netball is a game played by two teams of seven players each, upon a court divided into three areas. At each end of the court a goal is fixed ; one for each team. The field should run north and south. The goal at the north end belongs to one team, and the goal at the south end belongs to the other team. Teams change goals at half-time. The object of the game is to pass the ball to and fro, until it reaches one of the two players (shoot and help shoot) whom the rules permit to throw for goal. Each goal made scores one point. The team having the highest score at the end of the game, wins.

II. Equipment



Plan of goal post

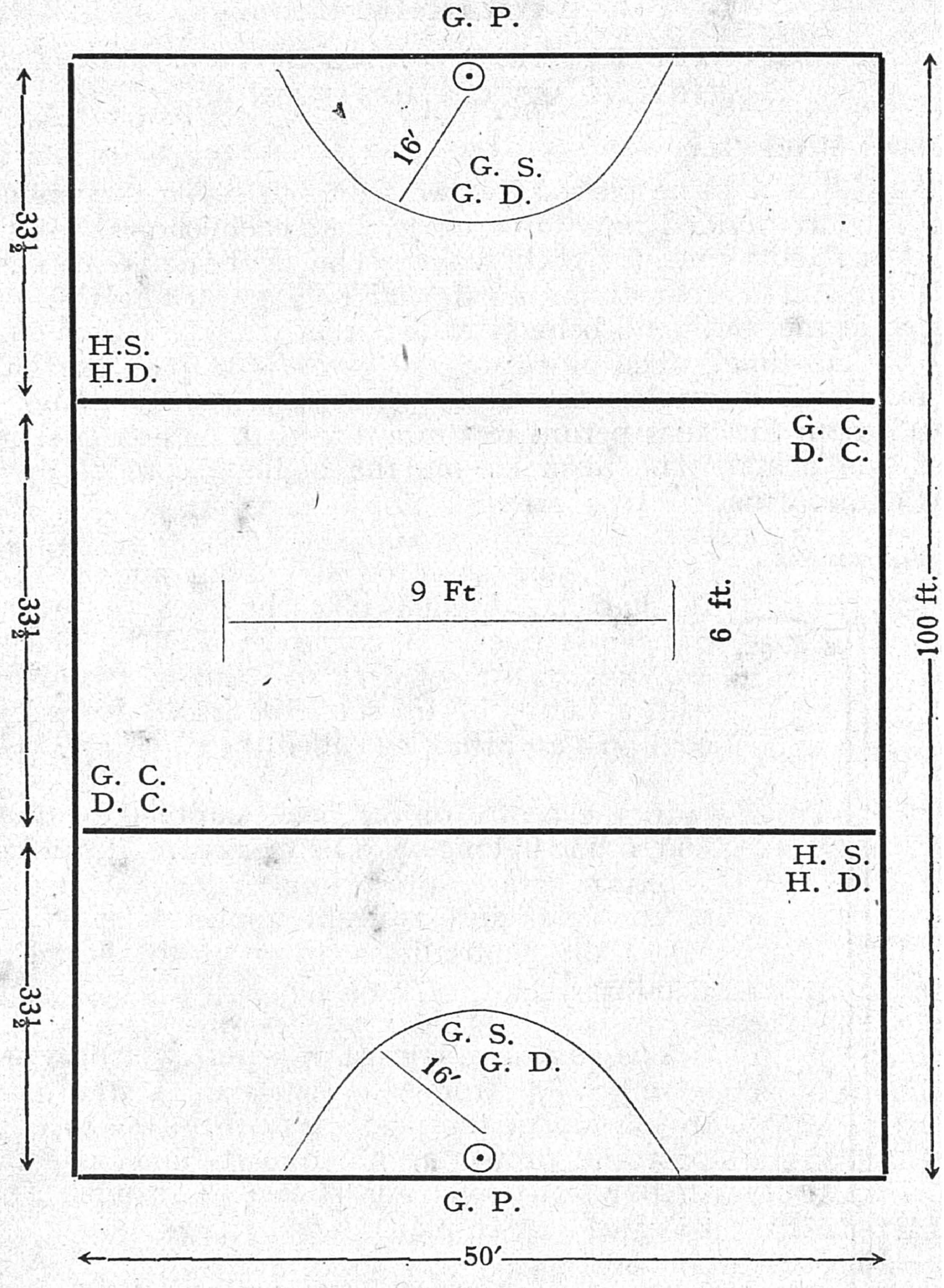
The Court shall be 100′ long and 50′ wide. It shall be divided into three equal areas by transverse lines. A goal post shall be placed in the exact centre of each end line. A semicircle, with a radius of 16′ shall be drawn around each goal post and shall be called the *shooting circle*.

In the centre of the field, parallel to the end-line, a line 9′ long shall be marked. It shall have a return crease, projecting 6′ long at each end of the line, and at right angles to it. This is called the centre-line. From it the *centre pass* is taken.

The goal shall consist of a post which measures exactly 10′ from the surface of the ground to the top of the post. Fixed on the top of the post and projecting 6″ from its inner edge there shall be an iron ring 15″ in diameter. This is the goal. (See plan).

The ball shall be a No. 5 Association Foot-ball. When inflated it should be between 27″ and 28″ in circumference, and between 14 oz. and 15oz. in weight.

THE NETBALL COURT



III. Length Of Play

The game consists of two halves of 15 minutes each. There shall be an interval of 10 minutes between halves. The team shall change goals after the interval. In no case may time be exceeded, except to complete a free throw for goal, which was awarded before time expired. But in case of a tie score, a further five minutes is played. If again the score is tied, another five minutes is played, and if necessary repeated, until, when time expires, one team has at least one point more than the other. In case rain interferes with the match, the entire match shall be re-played.

IV. Officials

(i) For the purpose of Umpiring, imagine a line drawn by prolonging the centre line to divide the field into two equal parts. Each Umpire keeps to one part, and thus has responsibility for one entire side-line. Which side-line this is to be shall be decided before the game starts. Umpires shall not change positions at half-time.

(ii) If both Captains agree, there may be one Umpire only.

(iii) There shall be two time-keepers, preferably one representing each team. They shall sit together, and one of them shall be provided with a whistle or gong with which loudly to announce completion of time.

(iv) There shall be a score-keeper. She shall be provided with a blackboard, on which the score shall be recorded, so that all may see it.

V. Umpires

The Umpire or Umpires shall: (i) be in complete control of the game ; (ii) before the game begins, instruct the time-keepers and scorers in their duties, and shall be in control of them ; (iii) penalize players as provided for by the rules ; (iv) refrain from imposing penalties, if by so doing an advantage would be given to the team committing the foul ; (v) in the case of continued rough play, or for any action which, in her opinion, deliberately delays or interferes with the game, have power to warn the offending player, and then if the offence is repeated, to suspend her from further participation in the game. If this is done a substitute player may take her place.

The decision of the Umpires, or Umpire, shall be final, and without appeal, either during or after the game.

VI. The Players

There shall be seven players on each team:—The goal-shooter; the help-shooter; the goal-centre; the centre; the defence-centre; the help-defence; the goal-defence.

Boundaries for players: (i) The three centres on each team may travel anywhere about the court except in the two shooting circles. (If they step on, or inside, the shooting circle they are offside. *Penalty:* A free pass). It is, however, unwise for the centres, except in an emergency, to race about the field. In an emergency, she may do more, but if each player takes the responsibility for a certain area, and may be *counted upon to be there,* netball becomes the *passing* game it is intended to be, and not just the wild chasing up and down the field into which it often degenerates.

(ii) The goal-shooter and help-shooter on each team may cover two-thirds of the court, *i.e.,* their goal area, and all of the centre area. They would, however, be very unwise if they tried to do so. The goal-shooter should, as a rule, stay fairly close to the goal, within the one-third of the court which is the goal area, and both she and her partner, the help-shooter, should play *across* their one-third of the court rather than up and down the field, thus playing chiefly a passing, *not* a running game.

(iii) The goal-defence and help-defence on each team may cover two-thirds of the court, *i.e.,* their own area and all of the centre area, as defenders. They should, however, attempt to stay close enough to their opponents, to prevent their securing the ball when the ball comes to their end of the field.

VII. How To Play

The ball may be caught or held in any manner, thrown or batted in any direction by one or both hands, or head. It may be bounced once, in order to gain possession of it *i.e.,* if the ball is in the air and the player cannot catch it, she may stop the ball with the hand, head, or body and allow it to touch the ground once. She must then pick it up, or allow some one else to pick it up. She may not bounce the ball *twice.* *Penalty:* A free pass.

VIII. The Centre Pass

The centre pass is taken (i) at the beginning of the game; (ii) at the beginning of the second half, (iii) after each goal is made. Unless a foul is committed, it is taken in turn by the two centres.

IX. Offside

When the centre pass is to be taken, until the whistle is blown:—

(i) The goal-shooter and goal-defence in each team must stand inside their shooting circle. No part of either player's foot or body may touch the line, *or she is offside. Penalty:* A free pass is given to the other side.

(ii) The help-shooter and help-defence, goal-centre and defence-centre on both teams, must stand in their corners. No part of the players' feet or bodies may touch the line, *or they are offside. Penalty:* A free pass is given to the other side.

(iii) The centre taking the pass must remain with one foot in contact with the return crease until the ball has left her hand, *or she is offside. Penalty:* A free pass is given to the other side.

(iv) The centre pass may not be received directly by *any player of the same side,* with any part of her foot or body touching the shooting circle. *Penalty:* A free pass is given to the other side.

Note.—There is nothing against the goal-shooter receiving the ball direct from the centre's hands, provided that the goal-shooter runs out of the shooting circle after the whistle has blown, and is, actually, completely outside the circle at the moment she catches the ball.

(v) When the centre pass has been made and received without foul, play has actually begun. It continues without interruption until (a) a foul is committed; (b) a goal is made; (c) the ball goes out of bounds; (d) time is up; (e) a Captain calls for time out.

X. To Begin The Game

The Umpire or Umpires shall call the two Captains to the centre of the field, and toss a coin, leaf or pebble. The Captain winning the toss has the choice of goal or centre pass. The players then take their positions on the field.

If there are two Umpires, the Umpire in whose half of the court stands the centre taking the first pass, makes sure (i) that the scores and time-keepers are ready and (ii) that no players are offside. She then blows the whistle for the game to begin.

Note.—If there are two Umpires, one Umpire whistles for the centre pass to be taken during the entire first half, and the other during the entire second half. They decide the order before the game begins.

XI. Held Ball

If two players, of opposite sides, secure possession of the ball at the same moment and hold it between them it is called 'held ball'. The Umpire blows her whistle and takes the ball. The two players who held the ball then stand 9′ apart, on the spot where the ball was held, each with her left side toward her own goal, her feet together and arms at her side. The Umpire then blows the whistle, and bounces the ball between the two players. Until it *touches the ground,* neither player may move. When it has touched the ground either player may catch it, or knock it away with her hand.

When the ball is thus bounced after a held ball, it shall not be in play until it has been *touched* (it need not be caught) by one of the players *between whom it was bounced.* If neither touches it, it must again be bounced ; if both players again secure it so that it is again a held ball the ball must again be bounced, and this is, if necessary, repeated until one of the two players secures the ball.

Note.—If a held ball occurs within the shooting circle, a goal may not be attempted by the goal-shooter or help-shooter directly from the bounce. The ball must first be passed to another player.

XII. Penalties

For fouls committed, the Umpire or Umpires may inflict one of three penalties; (i) a free pass for *technical* fouls, *i.e.,* errors in handling the ball ; (ii) a free throw for *personal* fouls, *i.e.,* rough or interfering play; (iii) suspension from the game for continued rough play.

XIII. The Free Pass : How It Is Made

The opponent of the player who committed the foul takes the ball, and stands on the spot where the foul was committed. No other player may stand within 9′ of her until the ball has left her hand. The Umpire blows her whistle, and then the pass must be taken : that is, the ball must be thrown to another player within three seconds.

(i) If the player making the free pass, steps while in the act of throwing, or fails to throw within three seconds, she loses the pass. The Umpire then blows the whistle, her opponent takes the ball, stands on the spot, and makes the pass as soon as the whistle is blown.

(ii) No player may step within 9′ of the player making the free pass, until the ball has left the passer's hand. If a player

on the *same* side does so, the Umpire blows her whistle, and the opposing player takes the pass. If a player on the *opposite* side does so, the Umpire blows the whistle and delays the pass until all players stand correctly.

Note.—The opponent of the player committing the foul must make the free pass.

XIV. Fouls For Which A Free Pass Is Given

(i) If the centre pass is received directly from the centre player, by any player of the *same* side, who has any part of her touching the ground in the shooting circle.

(ii) If a player scores a goal (a) directly from a pass received with any part of her foot, hand or body touching the ground *outside* the shooting circle ; (b) directly from a bounce within the shooting circle; (c) from the second of two consecutive shots *unless* the ball has been touched by another player.

Note.—For (ii) (a) and (b) the penalty is given *only* if the goal is made, and, if made, the score is not allowed.

(iii) If the ball is bounced more than once, in order to gain possession.

(iv) If the player in possession of the ball deliberately (a) throws it into the air and catches it again ; (b) rolls or places it on the ground ; and takes it up again ; (c) kicks it or strikes it with closed fist. (*Note* that 'to be in possession of the ball' means that a player must have control of the ball ; she must be holding it with one or both hands.)

(v) If a player holds the ball for more than three seconds (a) after the whistle for making the centre pass ; (b) after taking her place for throwing the ball from out of bounds ; or (c) after the whistle for making a free throw or a free pass.

(vi) Travelling with the ball. A player may not walk or run with the ball. After receiving it, she may turn around, but she must not make a complete step in any direction after receiving the ball *i.e.,* she may move one foot in any direction, but if, while holding the ball she lifts *both* feet off the ground, together, or one after the other, she has travelled. Note that a player may leap or jump into the air, in order to make a better throw, but the ball must have left her hands before her feet again touch the ground.

(vii) If when the ball is being passed, there is not room for a third player between the one who passed and the one who received the ball.

(viii) If any player is offside (see Rule IX). In addition to Rule IX, all centres are offside if, during the play, any part of their feet, hands or bodies touch either shooting circle. The goal-shooter, help-shooter, goal-defence, and help-defence of north goal are *offside* if any part of their feet, hands or bodies touch the goal area line for south goal. Similarly the goal-shooter, goal-defence, help-shooter, and help-defence of south goal, are offside if any part of their feet, hands or bodies touch the goal area line for north goal. If two opposing players are offside at the same time, it cancels out, and play continues.

(ix) If any player puts one or both hands upon the ball after another player is in possession of it.

(x) If on a held ball, one of the players between whom the ball is to be bounced, moves *before* the ball touches the ground. If both players move it cancels, and the ball is bounded again.

(xi) If any opposing player touches the goal post when a try for goal is being made, either from the field or from a free throw, the penalty is awarded, even though the ball does not touch the goal ring.

(xii) If a player having tried for goal and missed, takes a second shot when the ball has not been *touched* by any other player.

(xiii) (a) If when a player is making a free throw for goal a player on the *same* side stands within 9′ of her. (If the goal is made it is not allowed.) (b) If an opposing player stands within 9′ of her ,the free throw, even if made, is taken again. If the first free throw was made, it scores one point as usual. If the second free throw is made, it also scores one point as usual.

XV. The Free Throw : How It Is Made

A free throw is taken only after a personal foul has been committed. Play is stopped, and the team against whom the foul was committed is given the ball. The free throw is usually taken by either the goal-shooter or help-shooter. She takes the ball, *without delay,* and *stands just outside* the shooting circle. The Umpire blows the whistle, and within three seconds the player tries to throw the ball through the goal ring. If she *makes the goal* the Umpire blows the whistle, the players take their original position on the field and the ball is again put into play by a centre pass. If the goal is *not made* the ball may be caught by any player and the game continues.

A free throw, though usually made by the goal-shooter, may be made by any player who is allowed within the goal area (the shooter, help-shooter or any of the three centres). The free throw for goal may be taken from any point outside the shooting circle.

(i) The player who takes it must stand with both feet outside the shooting circle, and with no part of either foot touching the circle.

(ii) The ball must be aimed directly at the goal, and not thrown to any other player.

(iii) No player may stand behind the goal-line when a free throw is made, except those permitted within the shooting circle (shooter and defence, help-shooter and help-defence).

(iv) No player may touch, nor in any way interfere with the goal until the free throw has been completed, and either (a) the goal has been made or (b) the ball is clear of the goal.

(v) If the free throw for goal *is made* the players take their original position on the field, and the ball is again put into play by a centre pass.

(vi) If a free throw for goal is *missed,* any player may recover the ball, but the player who made the first free throw attempt may not make a second attempt at the goal until the ball has been touched (it need not be caught) by another player. Thus if the player who attempted the free throw and missed it, catches the ball as it comes down, and it has not been touched by any other player, she must pass the ball to another player, and receive it again, before she makes a second attempt at goal. For breach of these rules (a) by the side making the free throw a free pass is given to the opposing side, taken by the opponent of the player committing the foul ; (b) for a breach by the opposing side a second free throw shall be taken. The second is taken even though the first goal was made.

Note.—When a free pass is given, it must be taken by the opponent of the player committing the foul. When a free throw for goal is given it may be taken by any one who is permitted in the goal shooting area, i.e., the goal-shooter or help-shooter, or any one of the three centres.

XVI. Fouls For Which A Free Throw Is Given

(i) If a player in any way removes the ball from another player's hands, by knocking, slapping, or batting.

(ii) If a player charges, pushes, holds, or keeps her arms across a player to prevent her from moving, or from catching the ball.

(iii) If she puts her arms over or around a player in possession of the ball.

(iv) If any player stands so close in front of the player in possession of the ball that it is impossible to throw the ball.

(v) If any player stands in front of the player in possession of the ball, with arms upraised, making it impossible for the ball to be thrown to another player.

(vi) If any player jumps to intercept the ball after it has left the hands of a player shooting for goal. (The ball thrown to another player not shooting for goal may always be intercepted.)

(vii) If the goal-shooter or help-shooter is fouled within the shooting circle, she may, if she likes, take the free-throw for goal from the spot where she was fouled.

XVII. Out Of Bounds

If, during play, the ball is thrown, batted, rolled or for any other reasons, goes out of bounds, it is thrown in again by the opponent of the player who touched it last.

(*i*) *The throw-in :* The player who is to throw-in recovers the ball, then stands *outside* the boundary line on the spot where the ball crossed the line, and at once throws the ball in without waiting for the whistle.

The ball must be thrown in, from out of bounds, within three seconds after it has been recovered, and the player has taken her position for the throw-in. If the ball has not left the player's hands within three seconds, the Umpire blows the whistle and the ball is given to the opposing player. Thus it would then be thrown in by the player who touched it out.

(ii) *Stepping :* If in the act of throwing in, the player takes a step, that step must be completed outside of the field. If in completing the step, the player steps across, or on to the line (even though the ball has left her hand), it is a foul, and she loses the pass. The Umpire blows the whistle and gives the ball to the opposing player, who then takes the throw-in. *Note.*—that when the player has completed the step (if she took one while throwing) she then steps into the court at once and continues playing.

Exceptions : The only exception to the rule that the ball is thrown in by the opponent of the player who touched it out is, if the ball goes out of bounds across the end-line within the shooting circle, and was last touched by a player who is not permitted,

by the rules, to enter the shooting circle. The ball must be thrown in by a player on the opposing team who is permitted within the shooting circle.

(iv) If a player, standing within the shooting circle, catches the ball on a throw-in, she may not attempt a goal until she has passed the ball to another player, and received it again.

XVIII. Time Out

The Captain of a team may call time out if for any reason a player (or players) is momentarily unable to continue because of accident to person or clothing. If time out is requested the Umpire instantly stops the play, until in her judgment it should be resumed. The Umpires are responsible for accurate observation of time out by the time-keepers. 'Time out' means that the time is not counted which elapses between the whistle which stops play, and the whistle which begins it again.

Note.—If a player or a team repeatedly asks for time out to arrange or fasten clothing, warning may be given that further requests will be treated as fouls, and a free throw given to the opposing team.

XIX. Clothing

No player may wear brooches, glass bangles, ornaments in her hair, or on her person, which might in any way cause injury. Shoes, if worn, must have rubber soles and heels.

Throwball

RULES AS PLAYED BY THE WOMEN'S INTER-COLLEGIATE ATHLETIC ASSOCIATION, MADRAS

Throwball is so called, because on a court 50′ long and 30′ wide, two teams of 9 players each, stand on either side of a net, and try to throw the ball back and forth across the net.

Note.

Court for high school girls ...	50′ × 30′	—	net 6′ high.
Court for college students ...	60′ × 40′	—	net 7′ high.

I.—EQUIPMENT

The court shall be 50′ long and 30′ wide. Across the exact centre of the court the net shall be stretched between two posts. The posts shall be fixed in the ground, exactly 25′ from either end-line, and at a spot 12″ outside the court. For beginners the net may temporarily be fixed at a height of 5′. For High School matches the net should be fixed at 6′. For inter-collegiate matches the net should be fixed at 7′. The height of the net is always measured at the centre of the court. The net may not be touched during measuring. The height is taken from the ground, exactly to the top of the net, at the centre of the court.

On both sides of the net, parallel to it, and 3′ away from it, a line shall be drawn across the court. This is called the box. The box is a neutral zone. If the ball lands in the box, it counts as out. No player may step into the box to recover a ball, but may reach forward into the box, catch the ball and return it, but while doing so, she must not step into the box.

The net must be provided with a rope, at the bottom as well as at the top of the net. The net must be tied at top and bottom so that its entire surface will be taut enough for the ball to rebound easily off it.

The ball shall be a No. 5 Association Football, and should measure when inflated between 27″ and 29″ in circumference.

II.—HOW TO PLAY

There shall be 9 players on each team. They stand in three lines of 3 players each. The same relative positions must be maintained throughout any one game, and the order of serving *must not* be altered. Positions may, however, be altered for any subsequent game.

The players are numbered 1 to 9 in this order, and may not change their order during a game.

1	2	3
4	5	6
7	8	9

No. 9 serves first for her side.

(i) Officials : One umpire, 2 linesmen (one for each end of the field).

(ii) Tournaments : In tournament play the best of three games decides the match.

(iii) The Game : It consists of throwing, not batting, the ball to and fro across the net. The ball may not be batted, but must be caught and thrown with one or both hands.

(iv) Penalty : The side batting the ball, if serving, loses the service to the opposite side. If receiving, the serving side gains a point.

(v) To begin the game : The umpire tosses a leaf or coin and the captains of the two teams choose side or service. Players take their positions which the umpire must carefully note. Linesmen take their places.

III.—HOW TO SERVE

(i) To serve, the player stands at any point *outside* the court. and *behind* the line, with no part of her body touching the line, and throws the ball to *any part* of her opponents' court. Any one of her 9 opponents may catch the ball and attempt to throw it back across the net. The ball is thrown back and forth across the net until a player fails to return it. If the receiving side fails to return the ball, the serving side wins the point they score one, and continue serving. If the server fails to get the ball over the net, or if the serving side fails to return the ball, no score is made, but the serving side loses the service, and must then change places, zig-zag fashion. No. 9 moves up to position 1, and all other players then move up one, so that No. 8 is in serving position. After losing the service, players on the *serving* side must change places before the game may continue. But players on the receiving side do not change. Meanwhile the player due to serve for the opposing side, takes the ball and stands at the back of the line, ready to serve. Before serving, she must call the score and then say 'Play' ; for example 'One-love: Play'. If she serves

without thus warning the other side, it is a foul. The server must pause for a second after giving this warning before she actively serves. Penalty : Her side loses the service.

(ii) If in serving the server takes one or more steps, that step must be completed outside the line, regardless of time elapsed between the service and the completed step. Penalty : Serving side loses the service.

IV.—SCORING

A game consists of 15 points. One point is scored by the serving side each time their opponents fail to throw the ball back over the net.

A ball is good if it touches or is touched by any player, voluntarily or involuntarily if she is *inside* the court *on* the line.

(i) Deuce : 14 points all constitutes deuce. It is played as in tennis or teniquoit, *i.e.*, at 14 all, the server calls 'Deuce—play'. To win the game the serving side must then win two consecutive points. 'Advantage all' is not permitted and each game must be played out. For example, the server calls 'Deuce—play'. If her side wins the point, she calls 'Advantage in—play'. If her side wins the next point, the game is won. But if she calls 'Deuce—play' and her side loses the point, the ball goes to the opposing side. The server of that team again calls 'Deuce—play', and so the game continues until one team succeeds in winning two consecutive points.

V.—HANDLING THE BALL

(i) When in possession of the ball, a player may step, if necessary, to maintain her balance, although it is not be encouraged. She may not *in order to make a better return,* step or travel in any direction with the ball, i.e. she may move one foot forward provided the other foot is kept steady. She may jump when she throws the ball but the ball must leave her hands before one or both feet touch the floor. Penalty : If the serving side fouls, the service is lost. If the receiving side fouls, the serving side is awarded the point.

(ii) Double touch (juggling the ball in the hands) is not allowed. Penalty : If the serving side double touches, they lose the service. If the receiving side double touches, the serving side scores one point.

(iii) A ball that has been served, and is being *returned* may be caught, dropped, picked up by another player (not the same player) and returned, unless it has touched the ground. Any ball touching the ground is dead and that play is ended.

(iv) A ball served, or any ball in play may be touched or thrown into the air by any number of players, in order to get it back over the net, but it may not be touched twice in succession by the same player. She may touch it, fail to stop it, then another player may catch it, throw it in the air and the first player may then catch it again. Thus in returning the ball, if there is difficulty in getting it over the net, it may be touched or caught repeatedly by a player, if meanwhile one or more players have touched it. However a player should not throw the ball to another in order to make a better return.

(v) When serving, the ball may not be assisted over the net by any other player.

(vi) A "net" ball, on serving, is a fault. Penalty : Ball goes to the other team. A "net" ball is a ball that touches the top of the net, *but* goes on over.

(vii) A net ball on a return is good, and may be played.

(viii) Line balls are good, both in serving and returning.

(ix) If a ball going out is touched by a players it, has been played, and the side failing to return it has lost the point.

(x) Two or more players may reach for and touch the ball at the same time, but one of them must remove her hands from the ball before it is thrown back. Only one player may return the ball across the net. Penalty : The fouling side loses the point.

(xi) Players may not catch the ball with the assistance of the body or legs. The ball should be stopped and touched with the hands only. If the serving side has fouled, it loses the service. If the receiving side has fouled, the serving side scores one point.

Swimming, Diving and Water Polo

RULES AS ADOPTED BY THE FEDERATION INTERNATIONALE, DE NATATION AMATEUR

I. SWIMMING LAWS

The following Rules shall apply in all cases to Competitions held at Olympic Games and to all open International Events :

OFFICIALS

RULE 1.—For all Races there shall be a Referee, a Starter, and not less than two Judges and three Timekeepers, one Inspector of turns.

(a) The Referee shall have full control of the competitors and must satisfy himself that all the judges, timers and inspectors are in their proper places before turning the competition over to the starter.

(b) The Judges shall have jurisdiction over the competitors immediately the signal to start has been given, and they shall decide the winner and the placings of those competing. For swimming events the judges shall be placed on elevated stands in line with the finish.

The filming of the finishes of all heats, semi-finals and finals of the swimming events at the Olympic Games and Championships of Continents shall be compulsory and such films shall be consulted whenever thought desirable by the majority of the judges and the Referee. Such films must be delivered to the F.I.N.A. and whether developed or not, shall be the sole property of the Federation.

(c) The Referee shall give a decision on any point where the opinions of the judges may differ. He shall have authority to interfere in a competition at any stage to ensure that the racing conditions are observed.

(d) The Timekeepers shall take the time of the Race according to the regulations of Rule 11—The Start (Records).

RULE 2.—The start in all races shall be made with a dive (except in Back Stroke Races, which shall be as provided for in

Rule 9) and the Starting Stations shall be determined according to the regulations of Rule 3. The Starter shall use the preparatory command "Take your marks," and there shall follow a sufficient length of time before the signal to start is given. The competitors shall remain stationary until the actual signal (shot, whistle or starting word) is given.

The Starter shall call back the competitors at the first or second false start, and remind them of not starting before the starting signal. Such false starts, if repeated in the same heat (no matter if by the same or another swimmer), shall disqualify.

DRAWING OF HEATS

RULE 3.—In all International Swimming races, the starting stations for all swimming events shall be determined by draw in the heats and finals (if no heats are held), Number 1 starting from the right facing the course. All semifinals and finals (other than mentioned) shall be seeded as follows : The swimmer or team having the fastest time in the trial heats is placed in the centre lane in odd-laned pools or in Lane 3 or 4 respectively in pools with 6 or 8 lanes. The competitor having the next fastest time to be placed on his left, then alternating the other qualifiers right and left in accordance with their times established in the trial heats. If any qualifying competitors have the same time their respective lanes will be determined by draw.

THE STARTER

RULE 4.—The starter must explain to each competitor before the Race :—

(a) The word of preparation and signal or word which will be given by him to start the Race.

(b) The distance to be covered and where the Race will terminate.

(c) If in open water, the objects to be rounded, and in what manner.

In relay races, the team of a competitor whose feet have lost touch with the ground before his preceding partner touches the wall shall be disqualified, unless the competitor in default returns to the original starting point at the wall, but it shall not be necessary to return to the starting platform.

THE BATH

When starting a race the starter must take up a position on the side of the bath or pool.

RULE 5.—The end walls of the pool must be vertical and straight without a protrusion to at least 1 metre 50 centimetres (5 feet) below the surface of the water, and so constructed that the competitors can push off with their hands or feet in turning.

The starting platform in pools shall not exceed 75 centimetres (2 feet 6 inches) in height from the level of the water; or, when in open water, not exceeding 1 metre 50 centimetres (5 feet), but in either case the height must not be less than 30 centimetres (1 foot).

Starting grips, where possible, shall be provided for backstroke starts, such grips not to protrude into bath or pool, and must be removable.

In view of the great interest manifested in our sport by 38 nations competing at the XIVth Olympiad in London in 1948, the Congress of the affliated nations in session at Wembley on August 8, 1948 emphasized the importance of indoor pools of Olympic dimensions throughout the world and urged the Swimming Federations affliated to the F.I.N.A. to exert their influence with the proper authorities of their respective countries to consider such constructions whenever possible.

THE COURSE

RULE 6.—For competition in still water, the course shall be marked off distinctly, and be easily visible at right angles, and if the finish is not at the end of the course, the same must be at a firmly fixed pole and marked so that it can be easily seen by the competitors. Lane lines shall be provided.

THE RACE

RULE 7.—(a) Obstructing another competitor by swimming across or otherwise, shall disqualify the offender, and should the foul be intentional, the Referee must report the matter to the Association promoting the race, and to the Association of the swimmer so offending.

(b) Should a foul endanger the chance of success of a competitor, the judges shall have power to allow him to compete in

the next round, or, should the foul occur in a final, they may order it to be re-swum.

(c) When turning, swimmers must touch the end of the bath or course with one or both hands (or as described in Rule 8 Breast Stroke and Rule 9 Back Stroke). In case there is a rail at the finish, the competitors must touch the wall. The turn must be made from the wall, it is not permitted to take a stride or step from the bottom of the bath.

(d) Standing on the bottom during a race shall not disqualify a competitor, but he must not walk.

(e) A competitor swimming over the course alone must cover the whole distance to qualify as the winner.

BREAST STROKE SWIMMING

RULE 8.

A. Orthodox or Conventional Breast Stroke :

When the swimmer is on the surface,

(a) Both hands must be pushed forward together and brought backward simultaneously.

(b) The body must be kept perfectly on the Breast, and both shoulders in line with the surface of the water.

(c) The feet shall be drawn up together, the knees bent and open. The movement shall be continued with a rounded and outward sweep of the feet, bringing the legs together. Up and down movements of the legs in the vertical plane are prohibited.

(d) When touching at the turn, or on finishing a race, the touch shall be made with both hands simultaneously, with shoulders in horizontal position.

(e) Any competitor introducing a sidestroke movement shall be disqualified.

B. Butterfly Breast Stroke :

When the swimmer is on the surface,

(a) Both arms must be brought forward together over the water and brought backward simultaneously.

(b) The body must be kept perfectly on the Breast, and both shoulders in line with the surface of the water.

(c) The feet shall be drawn up together, the knees bent and open. The movement shall be continued with a rounded and outward sweep of the feet, bringing the legs together. Up and down movements of the legs in the vertical plane are prohibited.

(d) When touching at the turn, or on finishing a race, the touch shall be made with both hands simultaneously, with shoulders in the horizontal position.

(e) Any competitor introducing a side-stroke movement shall be disqualified.

Note.—When merely Breast-stroke is specified either "A" or "B" stroke can be swum, but none of these stroke must be alternated in such a race. Heats, Semifinals and Finals are considered separate races. Separate world records will be recognized for :

A. Orthodox Breast Stroke.

B. Butterfly Breast Stroke.

When filing such world records with the Hon. Secretary it must be certified on the record from which style of Breast Stroke "A" or "B" the applicant swam throughout the race.

BACK STROKE SWIMMING

RULE 9.—(a) Competitors shall line up in the water, facing the starting end, with both hands resting on the end or rail of the Bath or starting grips.

(b) At the signal for starting, they shall push off and swim upon their backs throughout the Race. The hands resting on the end or rail of the bath must not be lifted before the signal of starting. Any competitor leaving his normal position on the back before his foremost hand has touched the end of the course for the purpose of turning or finishing, shall be disqualified.

(c) At each end of the Bath, the competitors must touch the turn with one or two hands before pushing off.

PROTESTS

RULE 10.—Any protest or complaint shall be made in writing to the Referee within 30 minutes of the occurrence.

But if known before the Race, such protest must be lodged before the signal to start is given.

All protest and complaints shall be considered and decided by the Executive or Committee appointed by the Association of the Country in which the Race takes place, or, if occurring during the Olympic Games, by the F.I.N.A. Executive Committee.

When the officials are recognised or appointed by their Association, no protest or appeal shall be allowed from their decision on questions of fouling or placing. The decisions on these matters shall be final.

WORLD'S AMATEUR RECORDS

RULE 11.—(a) For world's records, the following distances and styles for both sexes shall be recognized:—

		Yards	Metres
Free Style	...	100*	100**
,,	...	220*	200*
,,	...	440*	400*
,,	...	550*	500*
,,	...	880*	800*
,,	...	1,760*	1,500*
Back Stroke	...	100*	100*
,,	...	150**	200*
Orthodox Breast Stroke		100*	100**
,,	...	200*	200*
Butterfly	...	100*	100**
,,	...	200*	200*
RELAY (four competitors)—			
Free Style (men only)		4 x 200	4 x 200
MEDLEY RELAY (three competitors)—			
Back Stroke / Breast Stroke / Free Style	...	3 x 100*	3 x 100**

(b) All records must be made in fresh or salt still water (i.e., without current or tide) and in a scratch competition, or individual race against time, held in public and announced publicly by advertisement at least three clear days before the race or attempt is to be made. If the existing world's record for the corresponding yards distance is better, it shall also count for the shorter metric distance, only one diploma (see clause j) however being awarded.

(c) The measurement of the course must be certified correct by a Surveyor or other qualified official appointed or approved by the Governing body of the country in which it is situated. The course shall not be less than 25 yards in length for distances from 100 yards to 500 metres, and for longer distances, not less than 50 yards, except the 100 metres distance, when the minimum length must be 25 metres. In open water there must be an even number of laps.

Performances which are regularly made at intermediate distances not marked by the end of the bath or a bar lying on the surface of the water, shall be recognized as world's records provided the watches of the timekeepers are stopped, when the head of the swimmer passes under a cord or cable previously fixed to indicate the particular distance, or his hand(s) touch or pass a weighted pennant line hung perpendicularly over the finish line across the full width of the pool at least 1 metre (3 feet) above the water with the pennants hanging down straight close to the water surface.

(d) The height of the starting platform from the surface of the water shall not exceed 75 centimetres (2 feet 6 inches) in a bath, or 1.50 metres in open water. Enclosed baths in the sea or a river, provided the surrounding walls of the bath effectually prevent the ingress and egress of the water, are not considered as open water.

(e) The swimmer must wear the regulation costume as laid down in general Rule No. 11.

COSTUMES

RULE 11.—Competitors in all International events and in world record performances shall wear the following :

Males : Swimming costumes or trunks with drawers or slips underneath.

Females : Swimming costumes of one piece devoid of open work excepting at the back. Leg is to reach within 7½ centimetres (3 inches) of the crotch and should be cut in a straight line around the circumference of the leg. Costumes should be cut not more than 12 centimeters (4½ inches) from the pit of the neck in front and not more than 5 centimeters (2 inches) from the crease of the arm in front. Fastenings, if any, shall be on shoulders.

The texture of all swimming costumes and trunks shall be non-transparent. The referee of a competition shall have the right to debar from starting any competitors whose costume does not comply with the aforesaid regulations.

Note.—The measurements given are approximate : the object is to debar immodest costumes.

(f) The start shall be made with a dive except in back stroke swimming, when the swimmer shall start in the water with both hands resting on the starting grip.

(g) No pacemaking shall be permitted, nor may any device be used or plan adopted which has that effect. No instruction to the swimmer may be given after he has started.

(h) The time shall be taken by three timekeepers appointed or approved by the Governing Body of the country concerned and they shall start their watches when the starting signal is given. When the time recorded by two of the timekeepers agrees, that shall be the accepted time, but in cases where the time of all three differs, that recorded by the middle watch shall be accepted. The referee or some other responsible official shall inspect the watches used, record the times, and publicly announce them. All watches used shall be certified as accurate to the satisfaction of the Governing Body concerned. Times recorded by an approved electrical time-keeping apparatus shall be officially recognized, but the three individual timekeepers herein provided for shall continue to officiate.

(i) Applications for records must be made on the official form provided by the F.I.N.A. (k) and shall be sent to the Governing Body of the country concerned within 21 clear days of the performance, who, if satisfied that all the aforesaid regulations have been correctly observed, and particularly that the swimmer had no advantage from current or tide, shall in turn forward the application to the Hon. Secretary of the F.I.N.A. as soon as possible thereafter or **at latest so as to reach him by the following 1st of June or 1st of December.** No application shall be entertained which does not comply with this regulation. A performance which apparently lowers the standing world's record, shall be provisionally reported, within fourteen days of the date of such performance, to the Hon. Secretary of the Federation by cablegram or by air-mail, and be subsequently confirmed as provided earlier in this rule by the National Association passing the record.

(j) If the record is accepted by the F.I.N.A., a diploma (signed by the President and the Hon. Secretary) shall be presented to the swimmer in recognition of the performance.

(k) F.I.N.A., standard world's record application form.

FEDERATION INTERNATIONALE DE NATATION AMATEUR

INTERNATIONAL AMATEUR SWIMMING FEDERATION

World's Record Application Form

1. Style of Swimming (Free Style, Back or Breast stroke)	
2. Distance covered	
3. Length of Bath or course	
4. Name and nationality of Swimmer	
5. Date of Race	
6. Time	
7. City at which the race took place and name of pool	
8. Name of the Association who has passed this Record	
9. Was the Course measured by a qualified person? (State his name)	
10. How many Timekeepers acted officially? State their names and the times returned by each.	
11. Have the watches been certified as accurate?	
12. Was the water *absolutely still,* that is, *without any tide or current ?*	
13. Salt or Fresh water?	
14. State if the course is enclosed. Indoor or outdoor pool?	
15. Have the Swimming Laws of the F.I.N.A. and the world record rule been complied with in your opinion?	

Date......................

(Signed) President Hon. Secretary

Received Passed and diploma delivered on Not passed (state reasons)

Application for Any Record must be made to the Hon. Secretary of the F. I. N. A. by the 1st of June of the year following the performance.

FEDERATION INTERNATIONALE DE NATATION AMATEUR

R. M. Ritter
Hon. Secretary
428 Vernon Road, Jenkintown, PA, U.S.A.

II. DIVING

GENERAL RULES

1. All diving competitions organised at international games shall be subject to the regulations of the F.I.N.A.

2. The spring boards, the fixed boards and all diving installations shall be in accordance with the present regulations, and shall be examined and approved by the delegate of the F.I.N.A. previous to the competition.

3. All diving installations shall be available for use by entered competitors for not less than eight days before the competition.

4. The order of starting shall be decided by lot. In contests where there are not more than 10 competitors it is recommended that the first diver in the first round shall take the last position in the second round, the first diver in the second round shall take the last position in the third round, and so on for each round.

5. The drawing by lot shall be in public, and the place and time of such drawing shall be stated in the announcements of the competitions.

6. If the total number of dives to be executed in one diving competition is excessive the competition shall be divided into several groups of dives so that the number of dives to be executed in any one group shall be not more than 150. The dives of each group shall be executed by all the competitors consecutively and the different groups shall be executed in separate sessions. The results of all the dives shall be collated to find the placings.

7. Before each dive the referee shall have announced in the language of the country the name of the competitor and the dive which he is about to execute.

8. The competitor shall be given sufficient time for the preparation and execution of the dive. The dive to be executed shall not be announced before the diver has assumed his position on the board or platform.

9. The dive must be executed after a signal given by the referee. If the competitor executes his dive before such signal is given, the referee must decide if the dive should be repeated.

10. Only such dives as are mentioned in the tables may be executed.

11. Each competition shall comprise :

(a) a certain number of voluntary dives from different groups with a limited total of degrees of difficulty and

(b) a certain number of voluntary dives from different groups without any limit.

12. Each competitor must deliver to the Diving Secretary not less than five clear days (not including the day of the competition) before the competition takes place on an official form (Model No. I), written in ink or typewritten, and in triplicate, a complete statement of the voluntary dives selected. On this form must be stated :

I. The group, the number and denomination of each dive according to the F.I.N.A. diving tables.

II. The manner of the take-off (running or standing).

III. The execution of the dive : (a) straight (b) with pike (c) with tuck.

IV. Height of the board or platform.

V. The degree of difficulty.

One copy, signed by the Diving Secretary, to be returned to the competitor, one remaining with the Diving Referee and one with the Diving Secretary.

13. None of the dives chosen under Rule 11(a) may be repeated as a dive under Rule 11(b). All dives of the same number are to be considered as the same dives.

14. The list of voluntary dives must be signed by the competitor and—the due time having passed—cannot be altered. Each competitor is entirely responsible for the correctness of the statements of the list.

15. Unless the list be presented in due time a competitor shall not be admitted to the competition.

16. The referee shall inspect the list and should the statement in the list be not according to the rules, the referee shall decide, before the beginning of the competition, whether or how the statement can be corrected, or whether the competitor shall be excluded from the competition.

17. All dives must be executed by the competitors themselves without any assistance from any other person.

II. METHOD OF MARKING

18. The jury shall be composed of the referee and the judges. In addition, two secretaries shall be appointed.

19. For each competition of the Olympic Games and Continental Championships seven judges recognized by the F.I.N.A. shall be appointed. For an official inter-nation competition five judges are sufficient.

20. The referee shall manage the competition and ensure that the regulations are observed.

21. The minutes of the contest shall be kept by two secretaries.

22. The judges shall be placed by the referee separately and preferably on both sides of the diving board, if practicable.

23. After each dive, on a signal given by the referee, each of the judges, without communicating with one another, shall immediately and simultaneously and in a distinct manner announce the mark awarded by him.

24. The referee shall dictate and place the individual awards one by one in the same consecutive order on a score sheet (Model No. II), cancel the highest and lowest awards and pass the score sheet to the first secretary. The second secretary shall enter on his score sheet the awards dictated by the referee. If two or more awards of those which are to be cancelled are equal either of them can be cancelled.

25. The secretaries shall independently state the average value of the remaining awards, multiply it by the degree of difficulty and enter the points thus established as the result into the list of results. The result thus mutually checked shall then be announced.

26. The final result shall be obtained from the list of results and entered in the main minutes at the end of the contest.

27. At the end of the contest the referee shall supervise the score sheets and the list of results in collaboration with the two secretaries, and confirm the final result by his signature in the main minutes.

28. The winner of the contest shall be the competitor who obtained the greatest sum of points. If two or more competitors obtained the same sum of points the greater sum of points awarded for dives with limit shall decide. If there still be any dead heats the award for the dive with limit having the highest degree of difficulty shall decide.

29. Points shall be awarded from 0-10 with half points from 5-10, according to the opinion of the judges and the following table :

Completely Failed..........................	0	points
Unsatisfactory................................	1—2	,,
Deficient.......................................	3—4	,,
Satisfactory..................................	5—6	,,
Good...	7—8	,,
Very Good.....................................	9—10	,,

30. When judging a dive only the dive is to be considered without regard to the approach to the starting position. The points to be considered are :

The run
The take-off
The technique and grace of the dive during the passage through the air
The entry into the water

31. If the referee is certain that a diver has perfomed a dive obiviously other than that announced, the referee shall declare it a failed dive. Dives of the same number are to be considered as the same dive. The diving referee is auhorized to have a spoilt dive repeated, when in his opinion the execution of the dive was influenced by exceptional circumstances. The request for such repetition must be made immediately.

In the case of a dive being announced erroneously, the diving referee shall cancel it and have the correct dive performed immediately after the execution of the erroneously announced dive. The diver whose dive was erroneously announced should have it rectified at once, if possible before its execution.

32. If a judge is unable to function he shall be replaced by another judge of the same nationality.

If no judge of the same nationality is available the representative of that country—or the referee, if necessary—may select any judge from the official list.

If a judge, by reason of illness has made no award for a particular dive, the average of the awards of the other four or six judges shall be considered as his award.

III. EXECUTION OF THE DIVE

33. Dives should be executed and judged on the following principles :

(a) The approach to the starting position shall not be taken into consideration ; the starting position shall be free and unaffected.

(b) The starting position in standing dives shall be assumed when the competitor stands on the front end of the board and shall be straight, head erect, feet together, arms up or stretched straight forward level with and the width of the shoulders apart, the fingers together. The starting position of a running dive shall be assumed when the competitor is ready to take the first step of the run.

(c) The run shall be smooth, straight and without hesitation. In a running dive from the springboard the diver must take at least three steps before the hurdle step and from the platform at least four steps before the take-off.

(d) The take-off shall be bold, reasonably high and confident. In running dives the take-off from the spring-board must be from both feet simultaneously, but from fixed boards the take-off can be from one foot only. When executing a standing dive, the diver must not bounce on the board before the take-off.

When executing a running dive, the diver shall *not* be allowed to stop his run before the end of the board and to make more than one jump on the same spot, before the final take-off.

If a diver, preparing for the take-off in back dives, lifts his feet slightly off the board, this shall not be regarded as a bounce, but as an involuntary movement and the judges (not the referee) shall deduct from their awards according to their individual opinions.

If in a Reverse Dive the diver's fingers touch the end of the board, this indicates, no matter how well the dive may have been executed, that he was too close to the board for perfect execution and each judge must exercise his own opinion regarding the deduction to be made.

If, in an Armstand Dive, a steady balance in the straight position is not shown the judges should deduct from 1 to 3 points.

The diver who loses his balance and who makes a second attempt, provided his hands have remained on the board, shall receive 3 points less than if he had obtained his balance at the first attempt. This deduction shall not be made by the judges but shall be announced by the referee, who shall subtract 3 points from the award of each judge or from the average value of their awards. If the second attempt to obtain a balance is unsuccessful, the referee shall declare it as a failed dive.

The same applies to a restart in a standing or running dive.

(e) During the passage through the air the body can be carried straight, with pike or with tuck. In the first case the body shall not be bent either at the knees, or at the hips, the arms must be straight, the feet together and toes pointed.

In the second case the body shall be bent at the hips, but the legs must be kept straight at the knees, toes pointed.

In the third case the whole body is bunched up with the knees together, toes pointed. The tuck should be as compact as possible.

Note that the position of the arms shall be at the choice of the diver, except in the case of the plain header forwards, where the arms must be stretched out sideways in line with the shoulders during the flight through the air. The arms must be kept still until just before the entry into the water, when they must be brought together rapidly and extended beyond the head in a line with the body. (This refers to the execution (a) "straight" of the plain header forward *only*. With the executions (b) and (c) of the same dive the position of arms is left to the option of the diver.)

If in a header forward, the arms are bent inwards and then straightened out instead of being brought directly over the head, each judge shall deduct from 2 to 3 points from his award according to circumstances.

(f) In a flying somersault or flying 1½ somersault forward, a straight position must be maintained on to the apex of the flight, the turn of the somersault or 1½ somersault must not commence until the diver descends.

(g) In the plain dives with one half and full twist, the twisting must not be done directly from the board.

In all pike dives with twists, the twist must not be started until there has been a marked pike position, and in all Reverse dives with twist, the twist must not be started until there has been a marked descending header position.

(h) In somersaults with tuck (other than flying somersaults) the turn must commence as soon as the diver leaves the platform, or board, but in flying somersault dives there must be a well defined header before the somersault, with the somersault made as rapidly as possible.

Where the word "Twisting" is used, describing the dive, it signifies that the twist must commence *during* the somersault.

In a dive such as No. 43 table A, the twist must not commence until the somersault has been completely executed.

(i) The entry into the water must in all cases be vertical, or nearly so, with the body straight, toes pointed. All head first entries shall be executed with the arms stretched beyond the head

in a line with the body, with the hands close together ; all feet first entries with the arms close to the body, and no bending at the elbows.

If the arms are not in the correct prescribed position on entry into the water, each judge shall deduct from 1 to 3 points from his award according to circumstances.

IV. PROTESTS

34. All protest, if any, shall be made to the referee in writing immediately after the end of the contest.

35. Protests, the reason of which is known beforehand, must be lodged before the start of the contest.

36. No protest can be made against the marking of the judges.

37. Decisions concerning protests shall be given by the jury of appeal.

38. Protests against incidents not covered by these regulations shall be referred to the International Diving Committee of the F.I.N.A., which shall consider them as quickly as possible.

V. SPECIAL REGULATIONS

A. Spring Board Diving

39. The spring boards shall be 1 and 3 m. above the water level, at least 4 m. long and $\frac{1}{2}$ m. wide, and covered along the whole length with rough cocoanut matting. The spring boards for the Olympic Games, Continental Championships and Inter-Nation contests shall be provided with movable fulcrums. Spring board events in the Olympic Games and Continental Championships shall be held from the 3 m. board. For these latter events the spring boards shall be new.

40. The front of each board shall project at least 1 m. beyond the edge of the bath.

41. The depth of the water shall be at least 3 m., 1 m. back, 10 m. in front and 4 m. each side from a vertical dropped from the centre of the front end of the board. In Baths constructed after January 1st, 1947, these dimensions must be: depth 3.50 metres, 1 m. back, 7 m. in front and 3 m. each side.

42. The men's springboard competition shall comprise six voluntary dives the total of the degrees of difficulty of which shall not exceed 11.0 and six voluntary dives without any limit.

The Ladies Springboard Competition shall comprise 5 voluntary dives the total of the degrees of difficulty of which shall not exceed 9.0 and five voluntary dives without any limit.

43. The dives shall be chosen according to Rules 11 to 16 of the present regulations from different groups. In the men's springboard competition the sixth dive (with or without limit) may be chosen from any group.

B. High Board Diving

44. The platforms must be stationary, shall be at least 5 m. long and 2 m. wide, and covered with cocoanut matting. The front of the 10 m. platform must project at least 2 m. beyond the edge of the bath, and 1 m. beyond the platform immediately underneath, which must project at least 1 m. beyond the edge of the bath. The back and the sides must be surrounded by a handrail and each level must be accessible by suitable stairs (not ladders).

It is recommended that steps be taken to agitate the surface of the water, so that it may be distinguished easily by the divers.

45. The height of the platform must be 5 and 10 m., variations of 10% being permissible.

46. The depth of the water must be at least 4.5 m. 2 m. back and 16 m. in front from a vertical dropped from the front of the 10 m. platform and 4 m. each side from verticals dropped from the outside edges of the 10 and 5 m. platforms.

47. The Men's Highboard Competition shall comprise 6 voluntary dives the total of degrees of difficulty of which shall not exceed 11.0 and four voluntary dives without any limit.

The Ladies' Highboard competition shall comprise 4 vountary dives with a total of degrees of difficulty not exceeding 7.0 and two voluntary dives without any limit. In this competition the dives may be performed from the 5 or 10 m. platforms.

48. The dives shall be chosen according to Rules 11 to 16 of the present Regulations from different groups.

III. WATER POLO

RULES OF GAME

Promotion

1. The club or organization promoting matches under these rules is responsible for the provision of all stated fixtures and requisites and for correct measurements and markings of the field of play. ("Yards" to read as "metres" in countries where the metric system is in force.)

Field of Play

2. The uniform distance between the respective goal-lines must not exceed 30 yards, or be less than 19 yards ; the uniform width must not exceed 20 yards. Distinctive marks must be on both sides of the field of play to denote the goal-line, two yards and four yards from that line, and half-distance between the goal lines. These markings must be clearly visible throughout the game. The boundary of the field of play at the ends is one foot behind the goal line.

The dimensions shall be as extensive as possible subject to above measurements.

Space must be provided to enable the referee to have free way from end to end of the field of play, or, alternatively, an elevated platform of sufficient length to enable all parts of the playing space to be within his easy vision. Space must also be provided at the goal-lines for the goal-scorers.

Water depth must not be less than three feet and must be free from undergrowth, or articles likely to injure players.

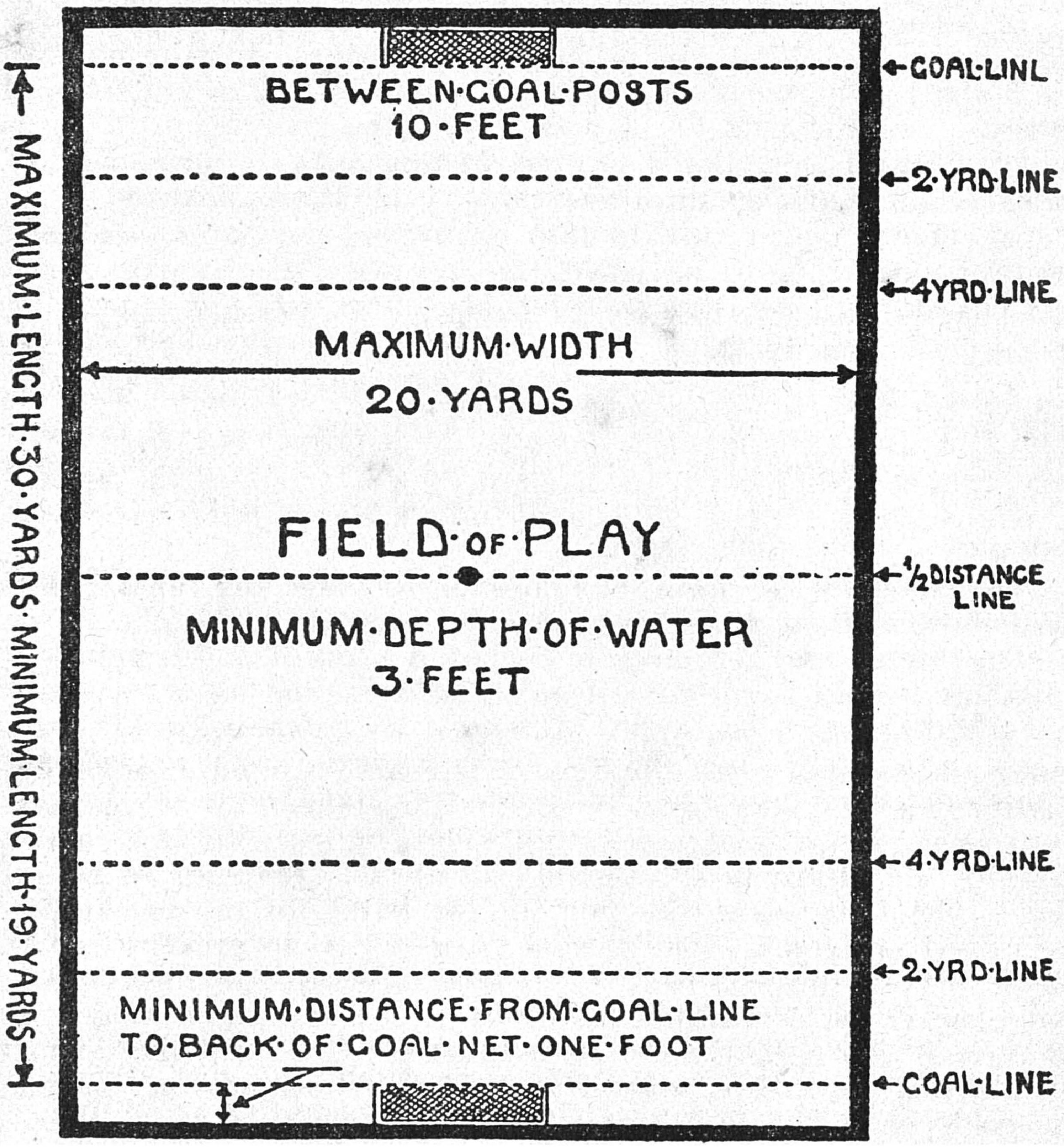
Goals

3. The goal posts and cross bar must be of wood or metal, rectangular shape, 3 in. square sections, and painted a single distinctive colour. They must be fixed rigid at the ends of the playing space, even distances from the sides and at least one foot in front of any obstruction. Should any artificial standing or resting place exist (other than the floor of the bath) for the goalkeeper, such must be removed or the goal posts moved to prevent its use. The goal posts must be 10 ft. apart, and the cross-bar must be 3 ft. above water surface, when the water is 5 ft. or more in depth ; when less than 5 ft. the cross-bar must be 8 ft. from the floor of the playing space, these measurements to be from the inner sides of the goal posts.

Limp nets must be attached to the goal fixtures to enclose the entire goal space securely, fastened from the goal posts and cross-bar to allow not less than one foot space clear behind the goal line everywhere within the goal area.

The Ball

4. The ball must be leather-covered, and waterproof, without grease or similar composition, and have no external strappings. It must be fully inflated, round, with an air-chamber supplied



through a self-closing valve. Size: minimum/maximum, 27/28 ins.; weight, 14/16 ounces. An approved Rubber Ball may be used, if agreed upon by the competing teams.

Flags

5. The referee must be provided with two flags, one dark-blue, one white, and each goal-scorer with two flags, one red and one white.

Caps

6. One team must wear dark blue, and the other white caps, except goalkeepers, who must wear red caps, quartered with their side's colours. Caps must be tied with tapes under the chin; if a player loses his cap it must be replaced at the next stoppage of the game.

Officials

7. The officials consist of referee, timekeeper, and two goal-scorers, with specified duties and powers, as stated below:

(a) The referee is in absolute control of the game, and his authority extends until he leaves the precincts of the bath. He must have a shrill whistle, by which he must start the game; he must declare all goals, goal-throws, corner-throws (whether signalled by the goal-scorer or not), and infringements of the rules, and he must be the sole judge of these points.

All signals to stop play must be by whistle, and from that signal until the ball has left the hand of the player taking the throw, the referee must require all players to remain in their respective positions.

The referee's decision on question of fact are final. His interpretation of the rules must be obeyed during the game.

The referee may refrain from declaring a foul if, in his opinion, such action would be an advantage to the offending team; he may alter any decision given by him, provided it is done before the ball is again in play. He has power to order from the water any player for misconduct or disobeying his authority, and should any player refuse to leave the water when so ordered, the game must be stopped, and the opposing side declared winners. He may stop the game at any period, if in his opinion, the behaviour of the players or spectators, or other circumstances prevent it's being brought to a proper conclusion. In these circumstances the referee must report his actions to the competent authority.

(b) The timekeeper must be fully acquainted with the rules, and be provided with a water polo stop-watch and shrill whistle; his duty is to record on the watch the exact period of actual play,

as stated in Rule 8, and he must notify half-time, and time, by whistle, independently of the referee, the signal taking immediate effect.

(c) The goal-scorers must mutually agree upon ends, and take up position directly level with the goal lines on the opposite side to the referee for the whole match. Their duties are to signal with the white flag for the goal-throw (see Rule 13), with the red flag for a corner-throw (see Rule 14), and with both flags for a goal (see Rule 12). Goal-scorers are responsible to the referee for the correct score of each team at their own ends.

(d) 1. For Olympic and Continental Water Polo Tournaments, a referee must be nominated by his National Governing Body, and included in the list of water polo referees published in the Official Bulletin of the F.I.N.A. and revised annually.

2. For important events such as the Olympic Games, Continental Water Polo Tournaments, etc., each affiliated country may nominate not more than 3 water polo referees. Such nominations shall be made only from the official list referred to in "1."

3. Prior to the commencement of a Tournament the Bureau of the F.I.N.A. or the Committee controlling the Tournament shall select from the official list the water polo referees for the series of matches.

4. The appointment of referees for the matches shall be by draw provided that, as far as possible, an equal number of matches shall be awarded to each referee.

5. The referee appointed must be neutral.

6. If for any reason of major force (illness, accident, etc.) a referee is prevented from officiating, a substitute shall be appointed by draw.

7. No referee shall be appointed to more than four matches in any one Tournament, unless exceptional circumstances warrant this course.

8. Where a Tournament is organized in several rounds the referees shall be appointed to each round separately, and not to all rounds at the commencement of the Tournament. The list of official referees shall be revised and if necessary altered prior to each new draw.

9. In order to enable the Executive Committee to compile a list of competent referees, it should be made possible, that prior to the Tournament, proper inter-nation train-

ing matches be arranged on the spot, so that referees, whose qualifications are not sufficiently well known to the members of such Committee, may have the opportunity of demonstrating their capablilities in the presence of the delegates of the Committee.

Time

8. The duration of a game shall be fourteen minutes *actual* play, in two periods of seven minutes, the teams changing ends at halftime ; three minutes' interval must be allowed at half-time. Time counts from the referee's starting signal ; at all signals for stoppage the recording watch must be stopped until play is resumed.

Teams

9. Teams must consist of seven players, each wearing drawers or costumes with drawers underneath, according to the local conditions prevailing. Prior to the start they must discard rings, straps or other articles likely to cause injuries, and players must not have oil, grease or similar composition on the body, under penalty of dismissal from the game. If the referee ascertains, before starting the game, that oil, grease or similar composition has been used by a player, he must order such player to remove same immediately. Should the offence not be detected until after the game has commenced, it must be treated as a major foul. The captain of each team must be a player, and before the game, in the presence of the referee, must toss for choice of ends ; the loser to have choice of colours. The captain must endeavour to maintain the good conduct of his team.

Goalkeeper

10. The goalkeeper may stand to defend his goal ; he is exempt from clauses (d) and (f) in Rule 15, and clauses (a) and (c) in Rule 17, but otherwise, when in possession of the ball, is treated as any other player. He must not go beyond the four-yards line, nor touch the ball outside that line ; breach of this rule is an ordinary foul (Rule 15, clause *j*). He must not throw the ball beyond the half-way line, the penalty for so doing being a free throw to the opposing side's nearest player, taken from where the ball crossed the line.

When a goalkeeper is awarded a free throw, other than a goal-throw, he may depute the nearest player of his team to take the throw from where the foul occurred. If a goalkeeper is awarded a free throw, and deputes the nearest player of his team to take same, the goalkeeper himself must remain where he was when the whistle

was blown, and can only return to his goal after the ball has left the hand of the player whom he so deputed. (Rule 16). When the goalkeeper is penalized for holding the bar or rail at the end of the bath, the free throw must be taken from where such foul occurred.

If a goalkeeper, taking a free-throw or goal-throw, releases the ball, and before any other player has touched it, regains possession, and allows it to pass through the goal, a corner-throw must be awarded.

Should a goalkeeper retire from a game through illness or injury, the referee must, on request of the captain, at once allow another player to act as goalkeeper ; otherwise the goalkeeper may only be changed at half-time or the beginning(s) or half-time(s) of extra time(s), by another player of the team, after reporting to the referee. In any other circumstance, any player defending the goal must not be subject to goalkeeper's limitations or allowed his privileges.

Starting

11. At the start or re-start of a game, the players must take up position about one yard apart on their respective goal-lines and at least one yard from either goal-post (only two players to be allowed between the goal-posts) and await the referee's signal after he has ascertained that the teams are ready. The start is by one blast of the whistle and the referee must then release or throw the ball into the centre of the field of play.

Scoring

12. A goal is scored by the ball passing *fully* over the goal-line into the goal, and may be scored by any part of the body, provided, at the start or restart (1) the ball has been played by a player of each team, or (2) by two players of the same team, in which case the scorer must be within half distance of the goal attacked, or (3) by three or more players of the same team, provided always that the ball has been played by the second or subsequent player in the opponents' half. For all fouls, as per Rule 15, 16 and 17, the player taking the free throw may pass the ball to another member of his team, whether or not the latter is within half distance of the goal attacked, and such member may shoot the ball directly at the goal. If he scores, the goal is valid. An attempt by the goalkeeper to stop the ball before it has been played in this way does not constitute playing, and should the ball cross the goal-line, hit the goal-post or goalkeeper a free throw must be awarded against the offender player.

Playing the ball means to handle the ball with the palm side of the hand.

Should a foul occur before this rule has been complied with, Rules 15, 16 and 17 operate.

Goal-Throw

13. A player throwing, or off whom, the ball goes over his opponents' goal-line, concedes a goal throw to the defending goal-keeper, who from his normal position between the goal-posts must pass the ball to another player, or beyond the two yards line.

Corner-Throw

14. A player throwing, or off whom, the ball goes over his own goal-line, concedes a free throw from the two-yard mark to the opposing team's player nearest the mark on the side where the ball goes out. In the case of a goal-throw or corner-throw, the whistle must be blown immediately the ball crosses the goal-line, and from that time until the ball leaves the hand of the player taking the throw all players must remain in their respective positions.

Ordinary Fouls

15. It is a foul—

(a) To start before the referee blows his whistle.

(b) To assist a player at the start or re-start, or during the game.

(c) To hold on to, or push off from, the goal-posts or their fixtures ; to hold on to the rails or fixtures except at the start or re-start ; to hold on to, or push off from, the sides during actual play.

(d) To stand (except for resting) or walk, when the play is in progress.

(e) To take or hold the ball under the water when tackled.

(f) To strike at the ball with the clenched fist.

(g) To splash in the face of an opponent.

(h) To touch the ball before it reaches the water when thrown in by the referee.

(i) When taking the free throw, to throw directly or after dribbling, at the opposing goalkeeper, or to a player of his own team within the opponents, two yard area, except when behind the line of the ball.

(j) For the goalkeeper to take a throw improperly ; or to go, or touch the ball, outside the four-yard line.

The penalty for an ordinary foul must be a free throw to the nearest opponent, to be taken where the foul occurred.

Note.—If an attacking player commits an ordinary foul, e.g., five yards from the goal attacked, and his nearest opponent is the goalkeeper, who—as per Rule15 (j)—is not permitted to touch the ball outside the four yards line, the goalkeeper should not be regarded as the "nearest opponent."

Free-Throws

16. The referee must declare fouls by blowing his whistle, and exhibiting the flag corresponding in colour to caps worn by the team to which the free throw is awarded, and all players must remain in their respective positions until the ball has left the hand of the player taking the throw. The throw must be made to enable other players to observe the ball leaving the hand of the thrower, and no player is allowed to interfere with the taking of the throw.

In case of stoppage (1) through illness or accident, or other unforeseen reason, (2) when one or more players of each team commit a foul at the same moment, to make it impossible for the referee to distinguish which player offended first, he must himself take the ball, and throw it into the water as nearly as possible at the place where the incident took place, in such manner that one player of each team shall have equal opportunity to play it *after* it has touched the water.

In all cases of a free-throw or corner-throw, or throw-in by the referee, the ball must be played by more than one player before a goal can be scored. An attempt by the goalkeeper to stop the ball, before it has been played by two players, does not constitute handling, and should the ball cross the goal-line, hit the goal-post, or the goalkeeper, a free throw against the offender shall be awarded.

Major Fouls

17. It is a major foul—

(a) To jump from the floor of the bath to play the ball or tackle an opponent.

(b) To hold, sink, pull-back or retard the free limb movement of an opponent, or to impede him in any way, unless he is holding the ball ; swimming on the shoulders, back or legs of an opponent, constitutes impeding. Dribbling or striking the ball is not "holding", but lifting, carrying, pressing under water, or placing the hand under or over the ball when actually touching, is holding. Dribbling the ball up and through the posts is permissible.

(c) To touch the ball with both hands at the same time.

(d) To push off from, or to kick an opponent or make disproportionate movements with that intent.

(e) For the goalkeeper or any other player to hold or move the goal-posts in order to prevent a goal.

(f) To go within two yards of the opponents' goal-line, or to remain there, except (1), when in possession or control of the ball ; (2) when behind the line of the ball. A player who has entered the two yard area to tackle an opponent or for any other legitimate purpose, must leave that area with all reasonable speed after the ball has left that area. If the ball is passed back to such player while in the two-yard area, he must, before playing the ball, first leave such area.

(g) To waste time by failing to assist the normal progress of the game, when in possession or control of the ball. (Example: It should be considered "wasting time" for a team to retain control of the ball with the aim of delaying the re-entry of a player, who has been ordered out.)

The penalties for a Major Foul are:

1. If in the opinion of the referee the offence was not premeditated—a free throw as for an ordinary foul.

2. If in the opinion of the referee the offence was premeditated —A free throw and in addition the offending player must be ordered from the water.

3. An alternative, at the discretion of the referee, to ordering the offender from the water, in respect of Clause (b) and (d) Rule 17, a free throw at goal can be given.

Free Throw at Goal

To indicate the free throw at goal, the referee shall whistle and hold the appropriate colour flag so long perpendicularly above his head until the ball leaves the hand of the player to whom such a free throw at goal has been awarded.

The player taking the Free Throw at Goal must await the referee's further signal by whistle before throwing, when he must immediately release the ball. (Feinting to throw not permitted).

The free throw at goal is awarded from where the foul occurred at any position in the field of play. If the player, to whom the free throw at goal has been awarded, is prevented from properly executing such throw due to the position of his opponent in the game, he can move away *slightly* from same in order to take the throw without any hindrance.

A goal may be scored by a direct throw at goal, otherwise the rules applicable to a free throw will apply.

To dribble the ball and then throw at goal is not permitted.

When a free throw at goal has been correctly taken and the ball bounces back from the goal posts to the player who has executed such a free throw, same is not allowed to shoot the ball at goal a second time. In such a case he must pass the ball to a co-player, who after handling the ball properly, is permitted to throw the ball at goal.

If, however the ball has touched the goal and is recovered by another player, the same can shoot directly at goal.

In a case where the free throw at goal has been properly executed and the ball has been touched by the goal keeper and is returned to the field of play, any player, also the one, who has taken the free throw, may recover the ball and shoot same directly at goal.

A player failing to take a Free Throw at Goal as prescribed shall concede a free throw to his nearest opponent.

Any player interfering with the taking of a free throw at goal must be ordered from the water and the throw retaken, but any player may regularly intercept the throw. The player against whom the foul is awarded is not permitted to intercept and should he do so he must be ordered from the water and the throw retaken.

Penal Fouls

18. It is a penal foul—

(a) To deliberately change position after the referee has blown his whistle for stoppage, and before the ball is again in play. **(When a player is penalised under this clause, the previous ruling of the referee is not superseded.)**

(b) To refuse obedience to the referee.

The penalty for a penal foul must be a free-throw as awarded for an ordinary or major foul, but, in addition, the player committing the offence *must* be ordered from the water.

In all cases where a player is ordered from the water, the normal period is until a goal is scored, but the referee has power to order retirement for the whole game.

Penalty Throw

19. A player intentionally fouled when within four yards of his opponent's goal-line, must be awarded a penalty throw, and

may elect to take it from any point on the four-yard line. The offender must be ordered from the water. It is not necessary for the ball to be played by any other player before a goal can be scored, but any player within the four-yard line may intercept the ball. The player throwing must await the signal of the referee by whistle, when he must immediately throw the ball at the goal; should the ball rebound from the goal posts or crossbar it remains in play.

A player failing to take a penalty throw as prescribed above shall concede a free-throw to his nearest opponent; if a defending player irregularly intercepts a penalty throw, he *must* be ordered from the water and the throw retaken.

Out of Play

20. Should a player send the ball out of the field of play at either side, a free-throw from the same point must be awarded to the opposing side; the player nearest to where the ball goes out must take the throw. Should the ball strike, or lodge in, an overhead obstruction, it must be considered out of play, and the referee must stop the game, and throw the ball into the water under the said obstruction, and the ball must not be played by any player until after it has touched the water. (See Rule 16, paragraph 2.) Should the ball rebound from the goal posts or crossbar or side of the field of play, it remains in play, except as provided for in Rule 12.

Leaving the Water

21. A player must not leave the water, or sit, or stand on the steps or sides of the bath during a game except:

(a) at half-time,
(b) in case of illness or accident,
(c) by permission of the referee.

A player infringing this rule must be deemed guilty of misconduct and liable to suspension by the body governing the particular game in which he is competing. Any player having left the water legitimately may only re-enter at his own goal-line, and by permission of the referee. In case of accident or illness, the referee may, at his discretion, suspend the game for not more than three minutes.

Extra Time

22. Should a game in which a definite result is required, end with equal scores at full time (Rule 8), any extra time played must be two periods of three minutes, with one minute interval for change of ends. This procedure may be repeated as required, giving ten minutes' interval between any full time and extra time(s).

If at full time or extra time(s) a player was out of the water, having been ordered out, but not for the rest of the game, he must not be permitted to resume with his team for extra time(s) until a goal has been scored.

Track and Field Sports

(ATHELETIC RULES FOR MEN'S AND WOMEN'S INTERNATIONAL COMPETITIONS)

SECTION 1.

MANAGEMENT OF THE MEETING

RULE 1. OFFICIALS OF THE MEETING

The list laid down in this rule comprises those officials considered to be necessary for principal international meetings. The organisers are at liberty to vary this where local circumstances require.

Management Officials

One Manager
One Secretary
One Technical Manager

Jury of Appeal

Competition

One Referee for Track Events
One (or more) Referees for Field Events
One Referee for Walking Events
Four (or more) Judges for Track Events
Four (or more) Judges for Field Events
Four (or more) Judges for Walking Events
Four (or more) Umpires for Track Events
Three (or more) Timekeepers
One (or more) Starters
One (or more) Clerk of the Course (Starter's Assistants)
One (or more) Lap Scorers
One Recorder
One Marshal

Additional Officials

One (or more) Announcers
One Official Surveyor
One (or more) Doctors
Stewards for Competitors Officials and Press.

Where women's events are held there shall be appointed as many women officials as may be appropriate, including a woman doctor when possible.

If deemed necessary, assistants may be appointed, but care should be taken to keep the arena as free from officials as possible.

For the duties of officials see following rules.

RULE 2. THE MANAGER

The Manager shall have charge of the Meeting and be responsible for the proper carrying out of the programme. He shall see that all officials have reported for duty and when necessary shall appoint substitutes, and in co-operation with the appointed Marshal arrange that only authorised persons are allowed in the centre of the arena.

RULE 3. THE SECRETARY

The Secretary shall be responsible for the calling of the meetings of the executive and other committees, and shall prepare all Minutes relating thereto. He should be in charge of all administrative arrangements, and should receive and conduct all principal correspondence relating to the Meeting.

RULE 4. THE TECHNICAL MANAGER

The Technical Manager shall act directly under the Manager of the Meeting and be responsible for seeing that the track, runways, circles, arcs, sectors and pits for field events are properly laid out, also that all equipment is according to specification and readily available for approval by the appointed Referee, and that scoring, result and time recording cards are prepared.

(Also see rule 6 para. 2 and rule 16.)

RULE 5. JURY OF APPEAL

A Jury of Appeal shall be appointed, to whom all protests under rule 23 shall be referred. Their decision shall be final.

RULE 6. REFEREES

1.—Separate Referees may be appointed as required, for track, field and walking events.

2.—It shall be the responsibility of a Referee to see that the rules are observed (also see rule 4) and decide any technical points which arise during the Meeting, and for which provision has not been made in these rules. The Referee shall have jurisdiction

to decide any placings in a race, only when the Judges of the disputed place or places are unable to arrive at an unanimous or majority decision. (Also see rule 7, para. 3 and rule 22 para. 1.)

3.—Referees shall allocate Judges to particular events if this has not been previously arranged, specifying the duty each should carry out (e.g. circle, take-off board, etc.) ; announce to the Judges and ensure that the competitors are informed of the number of trials to be allowed under the rules even if this has been printed in the programme ; supervise the measurements of performances ; check the final results and deal with any disputed points. (Also see rule 7 para. 1.)

4.—The appropriate Referee shall have the power to exclude any competitor for improper conduct and he shall decide on the ground, any protest or objection as to the conduct of a competitor. (Also see rules 8, 12 and 23).

5. If in the opinion of the Referee circumstances arise at any Meeting so that justice demands that any event should be contested again, he shall have power to declare the event void and such event shall be held again, either on the same day or on some future occasion, as he shall in his absolute discretion decide. (Also see rule 18 para. 5.)

6. The Referee shall have power to change the place of the competition in any field event, if in his opinion the conditions justify a change. Such a change shall be made only after a round is completed.

7.—Upon completion of each event the result card shall be immediately filled in, signed by the Referee and handed to the Recorder. (Also see rule 13.)

NOTE.—*Reference should be made when necessary to the special rules for the Olympic Games and European Championships.*

RULE 7. JUDGES

1.—Subject to the rules laid down by the National Association and except in the case of the Olympic Games and European Championships, the organisers of the meeting shall appoint the Judges for the various events. The Referee shall allocate the duties among the Judges. (Also see rule 6 para. 3.)

Racing Events.

2. *The Judges, who must all operate from the same side of the track and preferably from the inside, shall decide the order in which the competitors finish,* and in any case where they cannot

arrive at an unanimous or majority decision shall refer the matter to the Referee, who shall decide. (Also see rule 6 para. 2.)

NOTE.—*It is recommended that wherever practicable one Judge selects the first man to finish, one the first and second, one the second and third, and so on. The Judges should be placed at least five metres (or 16ft. 6in.) from and in line with the finish and in order that they may have a good view of the finish line, and elevated stand should be provided. A photo-finish apparatus should be available for use whenever possible as an aid to the Referee and judges.*

Field Events.

3.—The Judges shall judge, measure and record each valid trial of the competitors in all events in which the result is determined by height or distance. In the high jump and pole vault, precise measurements should be made when the bar is raised, particularly if records are being attempted. *At least two Judges should keep a record of all trials, checking their recordings at the end of each round.*

Walking Events.

4.—The Judges at the finish shall be responsible only for deciding the order in which the competitors finish. Other Judges must be appointed to determine the fairness of walking in accordance with the rules for Walking, and the conduct of any competitor during the competition. (Also see rule 45.)

RULE 8. UMPIRES (TRACK EVENTS)

1. Umpires are assistants to the Referee, without power to give any decisions.

2.—It shall be the duty of an Umpire to stand at such point as the Referee may determine to watch the competition closely, and in case of a foul or violation of the rules by a competitor or other person, to make an immediate report of the incident to the Referee.

3.—Umpires should also be appointed to undertake the duties of supervision in relay races at the take-over points.

RULE 9. TIMEKEEPERS

1.—*There should be three official Timekeepers (one of whom should be the Chief Timekeeper) and one or two alternate Timekeepers who should time every event. The times recorded by the alternate Timekeepers' watches shall not be considered unless one or more of the official Timekeepers' watches fails properly to record the time, in which case, the alternate Timekeepers shall be called upon, in such order as has been previously decided, so that in all races, three watches should have recorded the official time.*

In the event of two of the three official watches agreeing and the third disagreeing, the time shewn by the two shall be the official time. If all three watches disagree, the time shewn by the watch recording the middle time, shall be the official time. Also see rule 46 for Pentathlon and Decathlon events.)

2.—If for any reason only two watches recorded the time of an event, and they fail to agree, the longer time of the two shall be accepted as the official time.

3.—The time shall be taken from the flash of the pistol.

4.—For races up to and including 1,000 metres timing to one-tenth second shall be accepted. For longer races the timing shall be to one-fifth second.

5. An electrical timekeeping device approved by the National Association of the country where the competition is held, may be used.

6.—*Upon completion of each event the time recording card shall be immediately filled in, signed by the Chief Timekeeper and handed to the Recorder.* (Also see rule 13.)

NOTE.—*For World Records refer to Rule 24.*

RULE 10. THE STARTER

1. All questions concerning the start shall be decided by the Starter.

2.—The Starter shall have entire control of the competitors on their marks, and shall be the sole judge of any fact connected with the start of the race.

3.—*In races where the competitors are not placed behind the same starting line (e.g. 200-400 metres or 220-440 yards races on circular tracks), the Starter should use a microphone connected with amplifiers opposite the starting line in each lane. Where such a device is not used the Starter shall so place himself that the distance between him and each of the competitors is approximately the same.* Where however, the Starter cannot place himself in such a position, the pistol should be placed there and discharged by electric contact.

(Also see rule 27 for regulations relating to the start.)

RULE 11. CLERKS OF THE COURSE. (STARTER'S ASSISTANTS)

1.—The Clerks of the Course shall check that the competitors are competing in the correct heat or race and that their numbers are worn properly, one on the breast and one on the back. They shall assist the Starter in any draw for stations (also see rule 19 para. 5.)

2.—They must place each competitor in his correct lane or station, assembling the competitor on the starting line or in races up to and including 800 metres (or 880 yards) on an assembly line 3 metres (or 10 feet) behind the starting line, (in the case of races started in echelon, *similarly behind each starting line*) *and when so placed they shall signal to the Starter that all is ready.* When a fresh start is ordered the Clerks of the Course shall assemble the competitors again.

3.—*When the Starter has ordered the competitors to their marks, the Clerks of the Course must see that no competitor places either fingers, hands or feet on the starting line or in front of it.* If any difficulty arises they must signal immediately to the Starter. (AAlso see rule 27.)

RULE 12. LAP SCORERS

1.—A Lap Scorer under the direction of the Referee shall keep a record of the laps covered by each competitor in races exceeding 1500 metres. For races of three miles and upwards a number of Lap Scores shall be appointed and be provided with lap scoring boards on which they shall record the completed laps and times of each competitor.

NOTE.—*In races exceeding three miles, each Lap Scorer should be appointed to record for four competitors.*

2.—It shall be announced by a *bell or otherwise* when a competitor is entering his last lap. A Lap Scorer should be appointed for this duty.

RULE 13. THE RECORDER

The Recorder shall collect the result of each event, together with the times or heights or distances, which shall be furnished to him by the Referee and Chief Timekeeper. He shall as soon as possible communicate the information to the Announcer, and after recording the placings, times, heights or distances, he shall hand the official result together with all cards to the Manager of the meeting. (Also see rule 6 para. 7; rule 9 para. 6 and rule 15 below.)

RULE 14. THE MARSHAL

The Marshal shall have full charge of the enclosure and shall not allow any persons other than the officials, and competitors assembled to compete, to enter and remain therein. He shall control his assistants and assign to them their duties. He shall arrange for an enclosure to be provided for officials when not on duty.

RULE 15. THE ANNOUNCER

The Announcer shall give out to the public, the names and numbers of the competitors taking part in each event and all relevant information such as the composition of the heats, lanes or stations drawn, and intermediate times. The result (placings, times, heights and distances) of each event should be announced at the earliest possible moment after receipt of the information from the Recorder. (Also see rule 13 above.)

RULE 16. THE OFFICIAL SURVEYOR

The Official Surveyor shall immediately prior to the Meeting, survey the track and runways, and measure all the distances which are to be contested, also the circles, arcs, sectors and other measurements relating to the field events.

He shall furnish to the Technical Manager and the Referee, before the Meeting, certificates as to correctness. (Also see rule 21 para. 4.)

SECTION II

RULES FOR COMPETITION

RULE 17. ENTRIES

1.—Competitions under I.A.A.F. rules are restricted to amateurs in accordance with the I.A.A.F. rules relating to the eligibility of athletes to compete.

2.—No competitor shall be allowed to compete outside his own country unless his amateur status is guaranteed in writing by the recognised governing Athletic Association of his country, and he has permission from such body to compete. In all international competitions such guarantee of the amateur status of an athlete shall be accepted as conclusive for the time being, of the athlete's eligibility to compete ; any objection as to his status shall be referred to the I.A.A.F. (Refer to Constitutional Rule 9.)

3.—All women's entries must be accompanied by a certificate as to sex, issued by a qualified medical doctor recognised by the National Association.

RULE 18. THE COMPETITION

1.—In matches arranged between members of the I.A.A.F., the number of trials in the jumping and throwing events may be reduced as desired ; any such arrangement should be made previous to the meeting. (Also see rules 34 para. 14 and rule 40 para. 2.)

2.—In all events, competitors must wear clothing which is clean

and so designed and worn as not to be objectionable. In steeplechase events non-transparent shorts should be worn.

3.—The organisers must provide two numbers for each competitor (to be worn on the breast and back) corresponding with the number in the programme.

4.—In races run in lanes, each competitor shall keep to his own lane throughout the race. This shall apply also to relay races as regards the first lap only or to any portion of any race run in lanes. (Also see rule 31.)

5.—No competitor shall cross in front of another in any case, until and unless he is two metres (6ft. 6in.) ahead of that competitor. Any competitor wilfully jostling, running across or obstructing another competitor so as to impede his progress, shall be disqualified. If in any race a competitor is disqualified for any of these reasons, the Referee shall have power to order the race to be re-run or, in the case of a heat to permit any competitors affected by the act resulting in disqualification, to compete in a subsequent round of the race. If for any reason a competitor is hampered in a trial in a field event, the Referee shall have power to award him a substitute trial. (Also see rule 6 para 5.)

6.—*If during the progress of a race run in lanes, a competitor runs on or inside the inner border of his lane, he shall be liable to disqualification.* It shall be for the Referee to decide when any report is made, whether the competitor received any material advantage and if so, the competitor should be disqualified.

7.—A competitor after voluntarily leaving the track or course shall not be allowed to continue in the race.

8.—No official or other person within the arena except the Announcer, shall call out any intermediate times to competitors.

9.—Except as provided in rules 30 and 45 during the progress of an event, no competitor shall receive any assistance whatsoever from any person.

10.—Subject to the provisions of paragraph 11, if a competitor misses his turn in a field event, he shall not be permitted to take the trial so missed.

11.—If a competitor is entered in both a track event and a field event, or more than one field event taking place simultaneously, the judges may allow the competitor to take his trials in an order different from that decided upon prior to the start of the competition, but not so that any trial is carried forward to a subsequent round.

12.—The Referee shall have the power to change the place of the competition in any field event, if in his opinion the condi-

tions justify it. Such a change shall be made only after a round has been completed.

RULE 19. ROUNDS, HEATS AND QUALIFYING TRIALS

Track Events.

1.—Preliminary rounds (heats) shall be held in track events in which the number of competitors is too large to allow the competition to be conducted satisfactorily in a single round (heat).

2.—The heats and qualifying conditions shall be arranged by the Committee conducting the meeting except in the Olympic Games when the Council of the I.A.A.F. will act, and in the European Championships when the European Commission will act. The representatives of each nation shall be placed as far as possible in different heats, which shall be so arranged that not less than six competitors shall qualify for the final.

NOTE.—*It is recommended when heats are being arranged, that the latest standard of performances by the competitors be taken into consideration and the heats so arranged that normally the best performers should reach the final.*

3.—In any track competition where there are more competitors than can be placed in the first row, the draw for stations shall be by nations, when one competitor from each nation shall be placed in the order of the draw. Additional starters from any nation shall then be placed behind, in the same order.

4.—A competitor shall not be allowed to compete in a heat other than the one in which his name appears, except in circumstances which in the opinion of the Referee justify an alteration.

5.—At Olympic Games, European Championships and similar meetings the authorities conducting the meeting may arrange for the drawing of stations on the day immediately preceding the race. The competitors shall be notified as to the time and place for the drawing and they shall have the right to be present in person or to send a representative. When such a draw has not taken place the competitors shall draw for their respective stations immediately before the start. (Also see rule 11 para. 1.)

6.—In all preliminary rounds, at least the first and second in each heat shall qualify for the next round.

7.—*The following minimum times must be allowed when practicable, between the last heat of any round and the first heat of a subsequent round or final:—*

Up to and including 220 yards ...	*45 minutes*
Over 220 yards and up to and including 1000 metres	*90 minutes*
Over 1000 metres	*3 hours.*

Field Events.

8.—In any field event, a qualifying trial may be held if necessary, to decide who shall compete in the competition proper. The qualifying conditions shall be arranged by the Committee conducting the meeting except in the Olympic Games when the Council of the I.A.A.F. will act, and in the European Championships when the European Commission will act.

The competitors shall compete in the order drawn by lot and where possible their names shall be placed in the programme in the order drawn. (Also see rules 34 para. 1 and 40 para. 1.)

Combined Events—Pentathlon and Decathlon.

9.—The order of competing shall be drawn before each separate event.

10.—Three trials only are allowed in the throwing, putting and jumping events.

11.—In 100 metres, 200 metres, 400 metres and 110 metres hurdles events the competitors shall be drawn by lot in groups by the Referee, so that where possible three or four competitors start in each group, and in 1500 metres, five or six competitors. The Referee should so arrange the groups that never less than two competitors start in any one test. He shall have the power to re-arrange the groups if in his oponion it is desirable. (Also see rule 46.)

RULE 20. DOPING

1.—Doping is the employment of drugs with the intention of increasing athletic efficiency by their stimulating action upon muscles or nerves, or by paralysing the sense of fatigue. Their use is strongly deprecated not only on moral grounds but because of their danger to health.

2.—Any competitor who uses drugs as defined above shall be suspended from active participation in amateur athletics for such period as the Council of the I.A.A.F. shall prescribe, and any person aiding or abetting in the use of drugs, shall be permanently excluded from any ground where the rules of the I.A.A.F. are in force.

RULE 21. MEASUREMENTS AND WEIGHTS

1.—All measurements must be made with a certified steel tape or bar graduated in centimetres and/or quarter-inches, and all implements must be weighed on a governmentally approved balance.

2.—In measuring the distances of throwing, putting and

jumping events, that part of the steel tape recording the distance achieved must be held by an official at the take-off point, the circle or scratch line. Distances if measured in metres, shall always be recorded to the nearest centimetre below the distance covered, i.e., fractions less than one centimetre must be ignored. Distances if measured in feet, under 100 feet shall be recorded to the nearest quarter-inch and if over 100 feet shall be recorded to the nearest half-inch below the distance covered, i.e., fractions less than quarter-inch or half-inch respectively, must be ignored. In jumping for height all measurements shall be made perpendicularly from the ground with a certified steel tape or bar to the lowest part of the upper side of the bar.

3.—A scientific measuring apparatus, such as a datum line measurer, the accuracy of which is approved by the Governmental Weights and Measures department of the member where the events are held, may be used when approved by the I.A.A.F.

4.—Measurements for long distance events over roads must be carried out by a professional surveyor who shall furnish two certificates as to correctness: alternatively a wheel certified as to correctness may be used. (Also see rule 16.)

RULE 22. TIES

Ties shall be decided as follows.—

Track Events.

1.—In the event of a tie in any heat which affects the qualification of competitors to compete in the next round or final, where practicable, the tying competitors shall both qualify, failing which they shall compete again. In case of a tie for first place in any final, *the Referee is empowered to decide whether it is practicable to arrange for the competitors so tying to compete again. If he decides it is not, the result shall stand. Ties in other placings shall remain.*

Field Events.

2.—In jumping or vaulting for height:

(a) The competitor with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.

(b) If the tie still remains, the competitor with the lowest total of failures throughout the competition up to and including the height last cleared shall be awarded the higher place.

(*c*) If the tie still remains, the competitor with the lowest total number of jumps (whether successful or not) throughout the competition up to and including the height last cleared shall be awarded the higher place.

Example:—

–=No Jump; o=Failed; x=cleared

	1.78 m 5′10″	1.82m 6′0″	1.85m 6′1″	1.88m 6′2″	1.90m 6′3″	1.92m 6′4″	1.94m 6′5″	Up to and including last height cleared Failures	Jumps	Position
A	–	ox	x	ox	–	oox	ooo	4	8	1
B	x	x	x	o–	ox	oox	ooo	4	9	2
C	x	x	ox	x	oox	oox	ooo	5	—	3
D	x	—	—	oox	oox	ox	ooo	—	—	4

A, B, C and D all cleared 1.93 metres (6ft. 4in.) and failed at 1.96 metres (6ft. 5in.)

The rule regarding ties comes into operation, and as " D " cleared 1.93m. (6ft. 4in.) at his second attempt the others taking three, he is declared the winner. The other three will tie and the Judges add up to the total number of failures, up to and including the height last cleared, i.e., 1.93m. (6ft. 4in.) " C " has more failures than " A " or " B ", and is therefore awarded fourth place. " A " and " B " still tie and the Judges add up the total number of jumps up to and including the height last cleared, i.e. 1.93m. (6ft. 4in.), " A " being awarded second place.

(d) If the tie still remains—

(i) If it concerns the first place, the competitors tying shall have one more jump at the height at which they failed, and if no decision is reached the bar shall be lowered or raised 2 centimeters (three-quarters of an inch) at a time in the High Jump and 8 centimetres (three inches) at a time in the Pole Vault with one jump at each height until the tie is decided. Competitors so tying must jump on each occasion when deciding the tie.

(ii) If it concerns any other place, the competitors shall be awarded the same place in the competition.

3.—In those field events where the result is determined by distance, the second best performance of the competitors tying shall decide the tie. If the tie still remains the third best and so on. (Also see rule 24 para. 5.)

4.—In the case of a tie the subsequent performances decide only the positions relating to those competing to decide the tie.

RULE 23. PROTESTS

1.—Protests concerning the status of an athlete to participate in a meeting must be made prior to the commencement of such meeting, to the Jury of Appeal, who if unable to give a decision shall refer the protest to the I.A.A.F.

2.—Protests relating to matters which develop during the carrying through of the programme should be made at once and not later than within two hours after the meeting has terminated, or within fifteen minutes of the occurence in a preliminary round.

3.—Any such protests must be made in writing by a responsible official to the Referee (who in case of necessity shall refer to the Referee (who in case of necessity shall refer to the Jury of Appeal) accompanied by the deposit of one pound sterling or its equivalent before action is taken. The deposit will be forfeited if the protest is considered to be frivolous. (Also see rule 5.)

(Reference should be made when necessary to the Rules for Olympic Games and European Championships, pages 84 and 91 respectively.)

RULE 24. WORLD RECORDS

1.—When a World Record is to be claimed, the I.A.A.F. member in the country where the record performance was made shall proceed to establish the Record without delay.

2.—The official application form of the I.A.A.F. shall be filled in and forwarded to the I.A.A.F. office within six months. If the application concerns a foreign athlete a duplicate of the form shall be sent to the National Association of the athlete in question.

3.—A World Record shall be accepted if the application form is submitted by the member where the Record was made and is certified by the Referee, Judges and Recorder of the Meeting as to:—

place
time of day
state of weather
condition of track or field
force and direction of wind
level or gradient of ground
correctness as to the distance covered by the competitor in in a race,

correctness of announced time, distance or height
weight, measurement and material of implement
and that the athletic rules of the I.A.A.F. have been strictly followed.

4.—The following conditions shall apply to all World Records:—

(a) the Record has been approved by the National Association of the country where the Record was made.
(b) the Record must be made out of doors.
(c) running and walking Records may be made only on a track which is not banked, and timed by official Timekeepers, as provided in Rule 9 (accepted by the National Association as such), whose watches must have been exhibited to the Referee for confirmation of the time recorded.
(d) records in field events must be measured by three Field Judges with a certified steel tape, graduated in centimetres or quarter-inches, or by a scientific apparatus approved by the Governmental Weights and Measures department of the member where the games are held, and approved by the I.A.A.F.
(e) the Record must be made in a bona-fide scratch competition which has been duly fixed and advertised before the day and is included in the printed programme of the meeting together with the names of the entrants for the event.
(f) if the Record is for a race on a straight course, or for the long jump, or the hop step and jump, or the javelin throw, the athlete must not have obtained assistance from a wind blowing at his back, either directly or in a slanting direction (a following wind exceeding an average of two metres (6ft. 6in.) per second is considered to be of assistance to the competitor).
(g) the Record must be better than or equal the result in the latest World Record list, in the event in question. If a Record at a longer distance is better than the existing Record for a shorter distance, a claim may be submitted for Records at both distances.
(h) in the case of women's Records all applications must be accompanied by a medical doctor recognised by the National Association of the athlete claiming the Record.

5.—Records made in heats or qualifying trials, in deciding ties, and Pentathlon and Decathlon events will be accepted.

6.—The President and Honorary Secretary of the I.A.A.F. together are authorised to recognise World Records. If in their opinion there is any doubt as to the information concerning any record, the application shall be referred to the I.A.A.F. Rules and Records Committee for decision.

7.—The I.A.A.F. office shall keep lists of the World, Olympic and European Records. These lists shall be revised once a year and a copy forwarded to each member of the I.A.A.F.

8.—Members of the I.A.A.F. shall keep a list of the National Records in their own countries. Copies of these lists shall be forwarded to the I.A.A.F. office in January each year.

NOTE.—*The Official World Record plaques as designed by the I.A.A.F. for presentation to World Record holders, will be supplied by the I.A.A.F. provided National Associations remit the cost.*

Refer to appendix as to the events for which World Records are approved.

RULE 25. OFFICIAL ATHLETIC IMPLEMENTS

1.—In all international competitions, the implements used, must comply with the specifications for official implements adopted by the I.A.A.F. set out in Rules 47 to 62.

2.—All such implements shall be provided by the organisers of the meeting. No competitor is allowed to use any other implements, with the exception of vaulting poles and starting blocks, in which case they may use their own, provided these comply with the conditions laid down in the rules.

(Also see rules 36 and 61).

SECTION III

RUNNING EVENTS

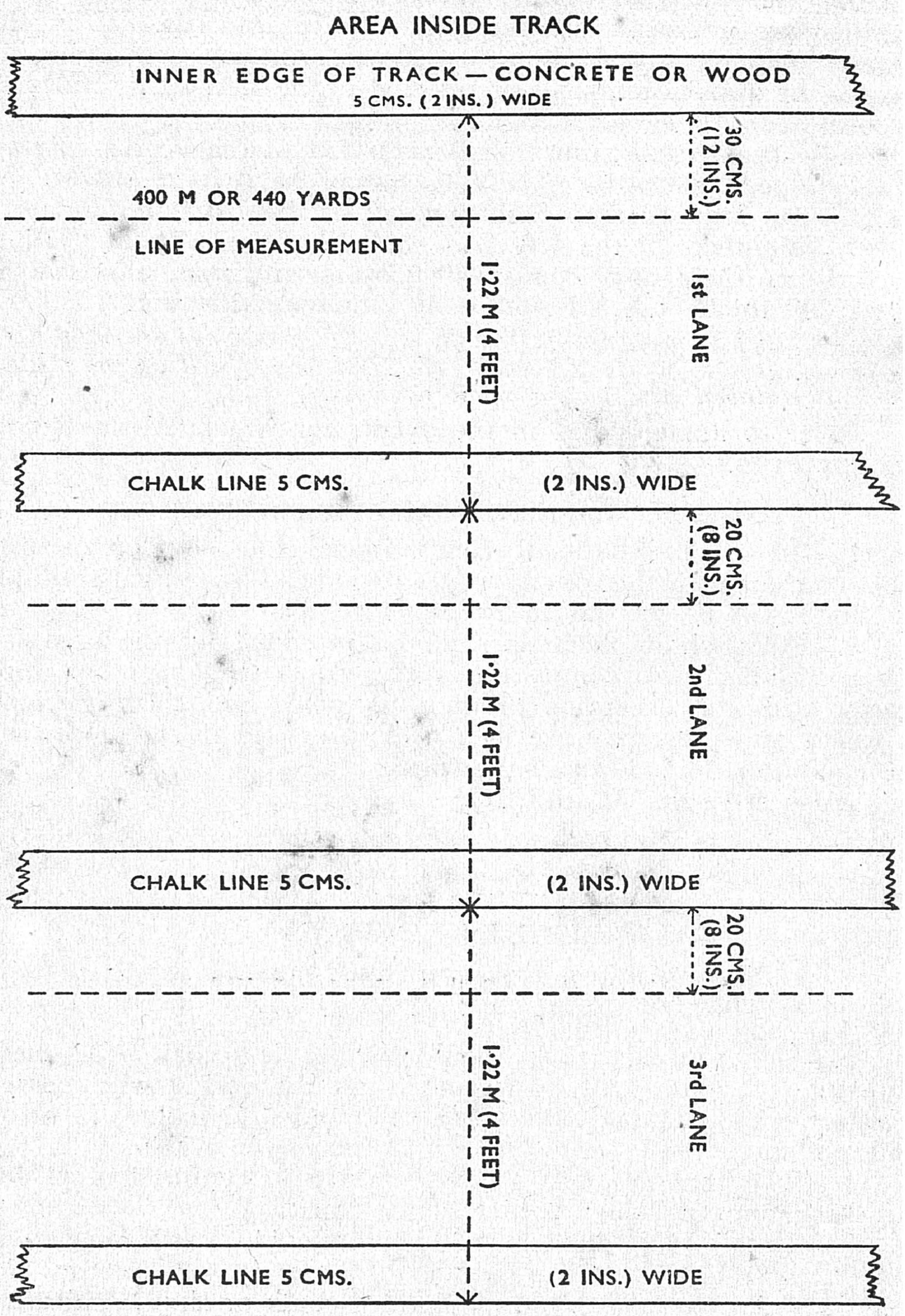
RULE 26. TRACK AND LANES

(See diagram on page 306)

1.—The running track should be not less than 7.32 metres (24 feet) in width and be bordered on the inside with cement, wood or other suitable material, 5 centimetres (2 inches) in height, and not more than 5 centimetres (2 inches) in width.

2.—The measurement shall be taken 30 centimetres (1 foot) outward from the inner border of the track.

3.—In all races up to and including 440 yards, each competitor shall have a separate lane of at least 1.22 metres (four feet) in width, to be marked by lines of chalk or similar substance,


AREA INSIDE TRACK
INNER EDGE OF TRACK—CONCRETE OR WOOD
5 CMS. (2 INS.) WIDE
30 CMS. (12 INS.)
400 M OR 440 YARDS
LINE OF MEASUREMENT
1·22 M (4 FEET)
1st LANE
CHALK LINE 5 CMS. (2 INS.) WIDE
20 CMS. (8 INS.)
1·22 M (4 FEET)
2nd LANE
CHALK LINE 5 CMS. (2 INS.) WIDE
20 CMS. (8 INS.)
1·22 M (4 FEET)
3rd LANE
CHALK LINE 5 CMS. (2 INS.) WIDE

5 centimetres (two inches) in width. The inner lane shall be measured as stated in paragraph two above, but the remaining lanes shall be measured 20 centimetres (8 inches) from the outer edges of the chalk lines.

NOTE.—*The chalk line on the right hand only of each lane, shall be included in the measurement of the width of each lane : (see diagram).*

4.—The direction of running shall be left hand inside.

5.—In international meetings the track should allow for at least six lanes.

6.—The maximum allowance for lateral inclination of tracks shall not exceed 1 : 100 and in the running direction 1 : 1000.

NOTE.—(a) *It is recommended that where possible the length of the track should not be less than 400 metres or 440 yards and the width should allow for seven lanes, particularly in major events, such as the Olympic Games and Continental Championships.*

(b) *Where it is not possible for the inner edge of the running track to have a raised border, it shall be flagged at intervals of five metres (or 5 yards).*

(Also see rule 16.)

RULE 27. THE START AND FINISH

1.—The start of a race shall be denoted by a line marked in chalk 5 centimetres (2 inches) in width at right angles to the inner edge of the track. The distance of the race shall be measured from the edge of the starting line further from the finish, to the edge of the finish line further from the start. Two white posts shall denote the extremities of the finish line, and shall be placed at least 30 centimetres (1 foot) from the edge of the track. (For apparatus see rule 62). When the starting line is on a curve it shall be so laid out that all competitors shall cover approximately the same distance.

2.—All races shall be started by the actual report of a pistol or any similar apparatus fired upwards into the air, *but not before all the competitors are quite still on their marks.*

3.—At all international meetings the words of the Starter in his own mother tongue, shall be "On your marks", "Set", and when all competitors are "Set", the pistol shall be fired.

4.—If for any reason the Starter has to speak to any competitor either before or after the word "Set", he shall order all competitors to stand up and the Clerks of the Course shall place them on the assembly line again.

5.—*If after the word "Set", any competitor is unsteady, the Starter shall speak to him. Should the Starter have to speak*

to a competitor a third time he shall disqualify such competitor.

6.—If a competitor leaves his mark with hand or foot after the word "Set" but before the shot is fired, it shall be considered a false start.

7.—Any competitor making a false start must be warned. If a competitor is responsible for two false starts he shall be disqualified. (Also see rule 46 para. 4(c) for Pentathlon and Decathlon.)

NOTE.—*The operation of this paragraph is independent of paragraph five.*

8.—If in the opinion of the Starter, the start was not fair, he must recall the competitors with a second shot. If the unfair start was due to one or more competitors "beating the pistol", it shall be considered a false start and the Starter must warn the offender or offenders, who shall be disqualified if they continue to offend after one such warning.

NOTE.—*In practice when one or more competitors "beat the pistol" others are inclined to follow and strictly speaking, any competitor who does so follow, has beaten the pistol. The Starter should warn only such competitor or competitors who in his opinion were responsible for beating the pistol. This may result in more than one competitor being warned. If the false start is not due to any competitor no warning shall be given.*

9.—Starting blocks or foot supports may be used. If starting blocks are used, both feet must be in contact with the track while starting. Competitors may use their own starting blocks.

10.—Worsted shall be stretched across the track between the finish posts 1.22 metres (4 feet) above the ground and fastened to the posts, for the purpose only of assisting the Referee and Judges in placing the competitors. It shall be immediately above the further edge of the finish line.

11.—The competitors shall be placed in the order in which any part of their bodies (i.e. "torso", as distinguished from the head, arms, legs, hands or feet) reach the further edge of the finish line as defined above.

NOTE.—*A "PHOTO-FINISH" camera should be used whenever possible to assist the Referee and the Judges.*

(Also refer to rules 10, 11 and 61.)

RULE 28. HURDLE RACES

1.—The following are the standard distances:—

MEN		WOMEN	
In metres	110, 200, 400	In metres	80
In yards	120, 220, 440	In yards	87½

2.—MEN—There shall be ten flights of hurdles in each lane, set out in accordance with the table below:—

Distance of race	*Height of Hurdle		Distance from scratch line to first hurdle	Distance between hurdles	Distance from last hurdle to finish line
	Minimum	Maximum			
Metres	Centimetres	Centimetres	Metres	Metres	Metres
110	105.7	106.3	13.72	9.14	14.02
200	75.9	76.5	18.29	18.29	17.10
400	91.1	91.7	45	35	40
Yards	Ft. In.	Ft. In.	Yards	Yards	Yards
120	3 5⅞	3 6⅛	15	10	15
220	2 5⅞	2 6⅛	20	20	20
440	2 11⅞	3 0⅛	49¼	38¼	46½

WOMEN.—There shall be eight flights of hurdles in each lane, set out as follows:—

Distance of race	*Height of Hurdle		Distance from scratch line to first hurdle	Distance between hurdles	Distance from last hurdle to finish line
	Minimum	Maximum			
Metres	Centimetres	Centimetres	Metres	Metres	Metres
80	75.9	76.5	12	8	12
Yards	Ft. In.	Ft. In.	Yards	Yards	Yards
87½	2 5⅞	2 6⅛	13½	8¾	13⅛

*Refer to Rule 59 for construction and standard heights of hurdles.

NOTE.—*The tolerance allowances of 3 millimetres (⅛-inch) above and below the standard heights is to allow for variation in the manufacture of the hurdles.*

3.—All races shall be run in lanes and each competitor shall keep to his own lane throughout.

4.—A competitor who trails his foot or leg alongside any hurdle or jumps any hurdle not in his own lane shall be disqualified.

5.—*The knocking down of hurdles shall not disqualify nor prevent a record being made.*

6.—*In establishing a World Record a complete set of hurdles of the international type must be used.*

RULE 29. STEEPLECHASE

1.—The standard distances shall be:—

In metres—3000 (1 mile 1520 yards 2 ft. 8 in.)

In miles—2 miles (3218.65 metres).

2.—There shall be 28 hurdle jumps and 7 water jumps included in the 3000 metres event, and 32 hurdle jumps and 8 water jumps in the 2 miles event.

NOTE.—*Owing to the water jump having to be constructed on the arena inside or outside the track, thereby lessening or lengthening the normal distance of the laps, it is not possible to lay down any rule specifying the exact length of the laps or to state precisely the position of the water jump. It should be borne in mind that there must be enough distance from the starting line to the first hurdle to prevent the competitors from overcrowding, and there should be approximately 68 metres or 76 yards from the last hurdle to the finish line. The water jump where possible, should be the fourth jump, in each lap. If necessary, the finish line should be moved to another part of the track. The distance from the starting point to the commencement of the first lap must not include any jumps, the hurdles being removed until the competitors have entered the first lap. EXAMPLE: The following measurements are given as a guide and any adjustments necessary should be made by lengthening or shortening the distance at the starting point of the race. It is assumed that a lap of 400 metres or 440 yards has been shortened by 10 metres or 10 yards by constructing the water jump inside the track.*

	Lap of 390 metres	Lap of 430 yards
Distance from starting point to commencement of 1st lap, to be run without jumps	270 metres	80 yds.
Distance from commencement of 1st lap to 1st hurdle	10 m.	10 yds.
From 1st to 2nd hurdle	78 m.	86 yds.
From 2nd to 3rd hurdle	78 m.	86 yds.
From 3rd hurdle to water jump	78 m.	86 yds.
From water jump to 4th hurdle	78 m.	86 yds.
From 4th hurdle to finishing line ..	78 m.	86 yds.
7 laps of	390 m.=2730 m.	8 laps of 430 yds.=3440 yds.
	3000 m.	3520 yds. =(2 miles)

3.—The hurdles shall be not less than 91.1 cm. (2ft. $11\frac{7}{8}$in.) nor more than 91.7 cm. (3ft. $0\frac{1}{8}$in.) high and shall be at least 3.66 metres (12 feet) in width. They should be made of heavy timber so that they may not be overturned easily.

4.—The water jump shall be 3.66 metres (12 feet) in length and width. The water shall be 76 cm. (2 feet 6 in.) in depth immediately in front of the hurdle and slope to the level of the field at the further end. The hurdle at the water jump shall be firmly fixed in front of the water and be of the same height as the others in the competition.

5.—Each competitor must go over or through the water, and anyone who steps to the one side or the other of the jump or trails his foot or leg alongside any hurdle shall be disqualified. He may jump or vault over each hurdle and may place a foot on the hurdle at the water jump.

RULE 30. MARATHON RACE

(42,915 metres—26 miles 385 yards).

1.—The Marathon race shall be run on main roads. The start and finish may be within an athletic arena. The course should be so designed that as little as possible is traversed in more than one direction.

NOTE.—*Running on any grass verge or pathway is not allowed.*

2.—Each competitor must send with his entry a medical certificate from a qualified doctor certifying his fitness to take part in a race of this kind, and shall be required to take a physical examination before the race by a qualified doctor who shall be appointed by the organisers. If the doctor considers it dangerous or inadvisable, the competitor shall not be allowed to start.

3.—A competitor must retire at once from the race if ordered to do so by a member of the medical staff, officially appointed.

4.—The distance in kilometres and miles on the route shall be displayed to all competitors.

5.—Refreshment shall be provided by the organisers of the race at 15 kilometres or 10 miles, and thereafter at every 5 kilometres or 3 miles. No refreshment may be carried or taken by a competitor other than that provided by the organisers, but the athlete may specify the type of refreshment desired. Also see rule 18 para.)

RULE 31. RELAY RACE

1.—Chalk lines shall be drawn across the track to mark the distances of the stages and to denote the scratch line.

2.—Chalk lines also shall be drawn 10 metres (11 yards) before and after the scratch line to denote the take-over zone and no member of a team shall take up a position or move outside this zone prior to taking over the baton. These lines are to be included in the zonal measurements.

3.—The position of the teams at the start of the race shall be drawn, and shall be retained at each take-over zone, *except that waiting runners can move to the inside position on the track as incoming team-mates arrive, provided this can be done without fouling.*

4.—*In events where the first lap only is run in lanes, competitors on leaving the take-over zone are free to take up any position on the track.*

5.—*The baton must be carried in the hand throughout the race provided that if dropped, it must be recovered by the athlete*

who dropped it. The baton must be passed only within the take-over zone.

6.—Competitors after handing over the baton should remain in their lanes or zones until the course is clear, to avoid obstruction to other competitors. Should any competitor wilfully impede a member of another team by running out of position or lane at the finish of the stage he is liable to cause the disqualification of his own team.

7.—Assistance by pushing-off or by any other method will cause disqualification.

8.—*Once a team has competed in the preliminary rounds of an event, the composition of the team must not be altered for any subsequent round or final,* but it is permissible for the order of running to be changed as between heats and succeeding rounds or final. No competitor may run two sections for a team. (Also see rule 18).

RULE 32. TEAM RACES

1.—In team races the maximum number of starters comprising a team and the number of competitors whose positions are to count shall be stated in the programme.

2.—If necessary, preliminary rounds may be held.

3.—Stations shall be drawn and the members of each team shall be lined up behind each other at the start of the race.

4.—The composition of a team must not be changed after a heat has been run and only competitors finishing the full distance are eligible to compete in the final.

5.—The team scoring the least number of points, according to the positions in which the scoring members of the team finish, shall be the winner.

The finishing positions of the non-scoring members of a team shall be scored in computing the scores of other teams, but when a team fails to finish the requisite number to score, they shall be eliminated.

6.—If two or more competitors tie for any place the points for the places concerned shall be aggregated and divided equally among the competitors so tying.

7.—In case of a tie on points, the team whose last scoring member finished nearest to first place shall be the winning team.

RULE 33. CROSS-COUNTRY RACE

1.—The race shall be run on a bona-fide cross-country course properly marked.

2.—The course must be marked preferably with red flags on the left and white flags on the right which must be visible from a distance of 125 metres (140 yards). In all other respects the rules governing track competitions shall prevail.

WOMEN

3.—The distance shall be not greater than 3 kilometres (or 2 miles).

4.—When laying out the course very high obstacles should be avoided, so should deep ditches, and dangerous ascents or descents, thick undergrowth and in general any obstacle which would constitute a difficulty beyond the aim of the competition.

SECTION IV.

JUMPING EVENTS

RUNNING and STANDING HIGH JUMPS ;
RUNNING and STANDING LONG JUMPS ;
HOP, STEP and JUMP ; POLE VAULT.

RULE 34. GENERAL RULES

General:

1.—*The order in which the competitors take their trials shall be drawn by lot.* (Also see rule 19 para. 8.)

2.—In all jumping events the length of the runway is unlimited. The minimum length provided for the runway in each case shall be a follows:—

High Jump	15 metres or 50 feet
Long Jump Hop, Step and Jump Pole Vault	40 metres or 130 feet

3.—In all jumping events each competitor shall be credited with the best of all his jumps, subject to conditions relating to ties. (Also see rule 22.)

4.—The employment of weights or grips of any kind is forbidden.

5.—The take-off ground about the jump must be level.

6.—The maximum allowance for lateral inclination of the runways for jumping events shall not exceed 1 : 100 and in the running direction 1 : 1000.

7.—A competitor may place marks to assist him in his run-up and take-off and a handkerchief on the cross-bar for sighting purposes.

Jumping for Height:

8.—The uprights or posts shall be not less than 3.66 metres (12 feet) and not more than 4 metres (13 feet $1\frac{1}{2}$ in.) apart.

9.—Before the commencement of competitions in jumping for height, the judges shall announce to the competitors the commencing height and the different heights to which the bar will be raised at the end of each round. (Rule 22 para. 2 sub. section di,) should also be announced as regards a tie for first place.) place.)

10.—A competitor may commence jumping at any height above the minimum height and may jump at his own discretion at any subsequent height. Three consecutive failures, regardless of the height at which any of such failures occur disqualify from further jumping.

NOTE.—*The effect of this rule is that a competitor may forego his second or third jumps or vaults at a particular. height (ofter failing first time) and still jump at a subsequent height.*

11.—Knocking the bar off the pegs or supports in the course of a jump or vault or touching the ground beyond the plane of the uprights with any part of the body or pole shall count as a failure.

12.—Even after all the other competitors have failed, a competitor is entitled to continue jumping until he has forfeited his right to compete further.

13.—Any measurement of a new height should be made before competitors attempt such height. In all cases of records the judges must check the measurements after the height has been cleared.

NOTE.—*Judges should ensure, before commencing the competition that the under-side and front of the cross-bar are distinguishable and that the bar is always replaced with the same surface uppermost.*

(Also see rule 19.)

Jumping for distance.

14.—Each competitor shall be allowed three trials and the six best shall be allowed three additional trials. No competitor shall be allowed the additional trials unless one of his three trials was a fair jump.

(Also refer to rule 18 para 1.)

RULE 35. RUNNING HIGH JUMP

1.—The competitor must take-off from one foot.

2.—The uprights or posts shall not be moved during the competition unless the Referee considers the take-off or landing ground has become unsuitable.

In such a case the change shall be made only after a round has been completed. (For apparatus refer to rule 47.)

RULE 36. POLE VAULT

1.—Any competitor may have the uprights moved in either direction but they may not be moved more than 60 centimetres (two feet) from the prolongation of the inside edge of the top of the stopboard. If the uprights are moved, the Judges should make a re-measurement to ensure that there is no variation in the height. (Also refer to rule 21.)

2.—The Take-off for the pole vault shall be from a wooden box.

3.—In addition to the failures mentioned in rule 34 paragraphs 10 and 11 a competitor fails if he:—

(a) leaves the ground for the purpose of making a vault and fails to clear the bar ; or

(b) after leaving the ground places his lower hand above the upper one or moves the upper hand higher on the pole ; or

(c) touches with any part of his body or with the pole, the ground beyond the plane of the stop-board of the wooden box.

4.—If in making an attempt the competitor's pole is broken it shall not be counted as a failure.

5.—No one shall be allowed to touch the pole unless it is falling away from the bar or uprights ; if it is so touched the vault shall be recorded as a failure.

6.—Competitors may use their own poles. No competitor shall be allowed to use any of the private poles except with the consent of the owner. (For apparatus see rules 47 and 48.)

RULE 37. RUNNING LONG JUMP

1.—The take off shall be from a board, sunk level with the runway and the surface of the pit, the edge of which, nearer to the pit, shall be called the take-off line. Immediately beyond the take-off line there shall be placed a board of plasticine or similar substance for recording the athlete's footprint when he has foot-faulted.

If it is not possible to instal the above apparatus the following method should be adopted: immediately in front of the take-off line and across all the length of it over a width of 10 centimetres (4 inches) the ground shall be sprinkled with soft earth or sand to make it 13 millimetres (one half-inch) higher than the take-off board. From the take-off board the earth shall be raised at an angle of 30° to the height of 13 millimetres (one half-inch).

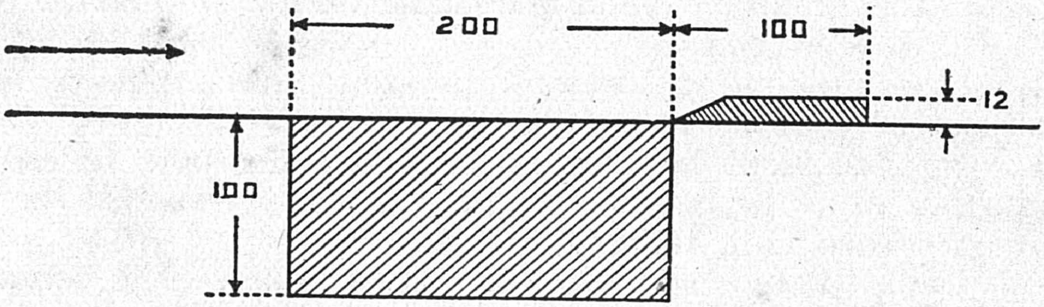
2.—If any competitor touches the ground beyond the take-off line, or take-off line extended, with any part of the body, whether running up without jumping or in the act of jumping, it shall be counted a failure.

3.—All jumps should be measured from the nearest break in the pit made by any part of the body or limbs to the take-off line and at right angles to such line. If in the course of landing the competitor touches the ground outside the pit nearer to the take-off than the nearest break in the pit made by the jump, such jump shall not be measured but shall count as a failure.

4.—The jumping pit shall have a minimum width of 2 metres 75 centimetres (9 feet).

5.—The distance between the take-off and the end of the pit shall be at least 9 metres (29½ feet).

6.—The take-off board shall be not less than one metre (3ft. 3in.) from the edge of the pit. (Also see rule 34.) (For apparatus refer to rule 49 and to diagram.)



RULE 38. STANDING HIGH JUMP STANDING LONG JUMP

1.—The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making an attempt, it shall count as a failure. A competitor may rock forward and backward, lifting heels and toes alternately from the ground, but he may not lift either foot clear from the ground or slide it along in any direction on the ground.

2.—With these exceptions, the rules for the Running High Jump and Long Jump respectively shall apply.

RULE 39. HOP, STEP AND JUMP

1.—The take-off shall be made from a board (for apparatus see rule 49) sunk level with the runway, and placed at least 11 metres (36ft.) from the pit.

2.—The hop shall be made so that the competitor shall first land upon the same foot with which he shall have taken off, in the step he shall land on the other foot, from which consequently the jump is performed.

3.—If the competitor while jumping touches the ground with the "sleeping" leg it shall be considered as a failure.

4.—In all other respects the rules for the Running Long Jump shall apply. (Also see rule 37.)

SECTION V.

THROWING EVENTS

Hammer, Shot, Discuss and Javelin.

RULE 40. GENERAL RULES

1.—*The order in which the competitors take their trials shall be drawn by lot.* (Also see rule 19 para. 8.)

2.—In all throwing events, each competitor shall be allowed three trials, and the six best shall be allowed three additional trials. No competitor shall be allowed the additional trials unless one of his three trials was a fair throw. Each competitor shall be credited with the best of all his throws. (Also see rule 18 para. 1.)

3.—In all throwing events from a circle, it shall be a foul throw and not allowed to count, if the competitor after he has stepped into the circle and commenced to make a throw, touches with any part of his body, the circle or the ground outside, or improperly releases the discus, shot or hammer in making an attempt.

4.—The competitor must not leave the circle until the implement has touched the ground, and he shall then from a standing position, leave the circle from the rear half, which shall be indicated by a chalk line drawn through the centre and extended outside the circle, not less than 75 centimetres (30 inches) on each side.

In throwing the javelin, a foul throw or improperly releasing the implement in making an attempt shall be recorded as a throw, but shall not count.

5.—All throws from a circle, to be valid, must fall within the inner edge of the lines making a sector of 90°, the radii lines crossing at the centre of the circle and the ends of which should be marked with metal flags.

6.—The measurement of each throw shall be made from the nearest mark made by the fall of the discus, shot, or head of the hammer, to the inside of the circumference of the circle along a line from the mark made by the implement to the centre of the circle.

7.—A distinctive flag or disc shall be provided to mark the existing world record and when appropriate the existing national record in each throwing event. In the javelin, discus and hammer competitions a distinctive flag shall be provided also to mark the throws of each competitor.

8.—Only throwing implements provided by the organisers of the meeting may be used.

9.—No harness, instrument or device of any kind which can be used as a support when making a throw shall be allowed.

10.—The maximum allowance for lateral inclination of the runways for throwing events shall be 1:100 and in the running direction 1:1000.

(Also refer to rule 18.)

RULE 41. JAVELIN THROWING

1.—The length of the runway shall be unlimited but not less than 30 metres (98ft. 6in.) and shall be marked by two parallel lines 5 centimetres (2 inches) in width and 4 metres (13ft. 1½in.) apart. The throw shall be made from behind an arc of a circle drawn with a radius of 8 metres (26ft. 3in.); such arc shall consist of a strip made of wood or metal 7 centimetres (2¾ inches) in width, painted white and sunk flush with the ground.

2.—The javelin must be held at the grip.

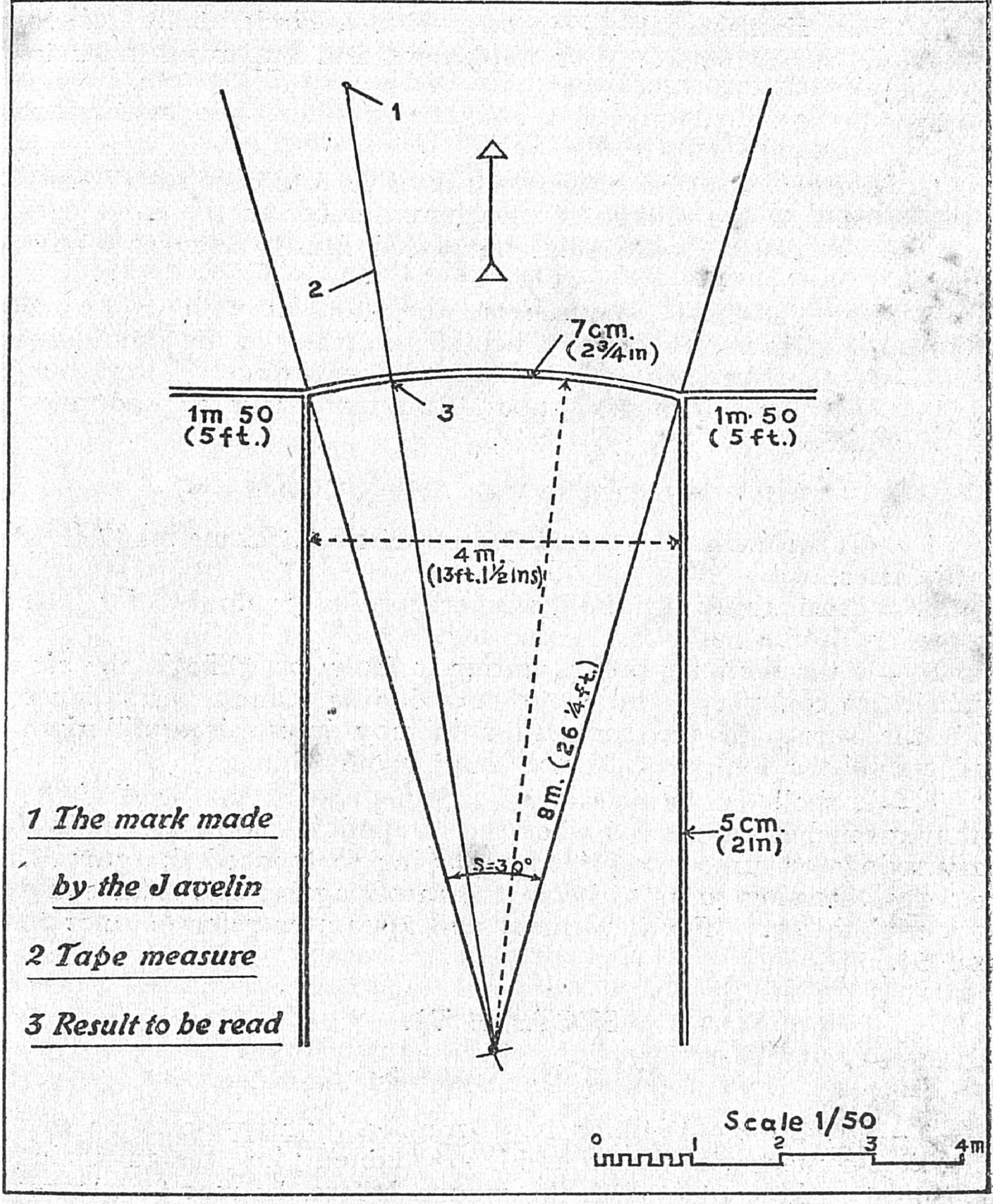
3.—No throw shall be valid in which the point of the javelin does not strike the ground before any part of the shaft, or when the competitor touches with any part of his body or limbs, the strip or the lines drawn from the extremities thereof at right angles to the parallel lines or the ground beyond those lines. The competitor may cross either of the parallel lines.

4.—All throws to be valid must fall within the inner edge of lines marking a sector of 30° (approximately), the radii lines crossing at the centre of the circle shall be drawn through the extremities of the arc. The ends of the radii lines should be marked with metal flags.

5.—If the javelin breaks, while in the air, it shall not count as a trial provided the throw was made in accordance with the rules.

6.—The measurement of each throw shall be made from the nearest point of the fall of the javelin to the inside edge of the arc

THROWING THE JAVELIN
PLAN →



along a line from the point of the fall to the centre of the circle, of which the arc is a part. (For implement refer to rule 50.)

RULE 42. THROWING THE DISCUS

1.—The discuss shall be thrown from a circle 2.50 metres (8ft. 2½in.) in diameter. (For implement and apparatus refer to rule 51.)

RULE 43. PUTTING THE SHOT

1.—The put shall be made from a circle 2.135 metres (7 feet) in diameter. At the middle of the circumference in the front half of the circle a stop board shall be placed firmly fastened to the ground.

2.—The shot shall be put from the shoulder with one hand only and it must not be brought behind the plane of the shoulders.

3.—All measurements shall be made immediately after each throw. (For implement and apparatus refer to rule 52 and rules 56, 57 and 58.)

RULE 44. THROWING THE HAMMER

1.—All throws shall be made from a circle 2.135 metres (7 feet) in diameter.

2.—When throwing the hammer, ordinary gloves for the protection of the hands are permitted.

3.—If the hammer breaks during a throw or while in the air, it shall not count as a throw provided it was made in accordance with the rules. If the competitor thereby loses his equilibrium and commits a foul, it shall not count against him.

4.—It shall not be considered a foul throw if the head of the hammer touches the ground when the competitor makes the preliminary swings or turns ; but if, after having so touched the ground, he stops throwing so as to begin the throw again, this shall count as a trial throw. (For implement and apparatus refer to rules 53 and 54.)

SECTION VI.

RULE 45. WALKING

1.—*Definition.*—Walking is progression by steps so taken that unbroken contact with the ground is maintained ; i.e., the advancing foot must make contact with the ground before the rear foot leaves the ground.

2.—*Judging and disqualifications.*—A competitor whose mode of progression fails, in the opinion of two of the Judges of Walking, to comply with the definition during any part of the competition, shall be disqualified and informed of his disqualification by one of the Judges of Walking. (Also see rule 7 para. 4.)

3.—Effect may be given to any such disqualification immediately after the conclusion of the competition, if circumstances render impracticable an earlier notice to the competitor of his disqualification.

4.—A competitor may be cautioned when by his mode of progression he is in danger of ceasing to comply with the definition of contact ; but he is not entitled to a second caution.

5.—In track races a competitor who is disqualified must immediately leave the track, and in road races the disqualified competitor must, immediately after his disqualification, remove the distinguishing number or numbers which he is wearing.

NOTE.—*It is recommended that a system of signalling "caution" by white flag and "disqualification" by red flag be used as far as possible during a walking race for the information of the officials, competitors and spectators.*

6.—In all international races of 50 kilometres (or 30 miles) and over, refreshments shall be provided by the organisers, and refreshment stations shall be arranged at 10 kilometres or 6 miles, and thereafter at every 5 kilometres or 3 miles. No refreshment may be carried or taken by any competior other than that provided by the organisers, but the athlete may specify the type of refreshment desired. (Also see rule 18 para. 9 .)

SECTION VII.

COMBINED COMPETITIONS

RULE 46. PENTATHLON AND DECATHLON

MEN

1.—The Pentathlon consists of five events which shall be held in the following order: Long Jump ; Throwing the Javelin ; 200 metres ; Throwing the Discus ; and 1500 metres.

2.—The Decathlon consists of ten events which shall be held on two consecutive days in the following order:—

First day ...	100 Metres ; Running Long Jump ; Putting the Shot ; Running High Jump ; and 400 Metres.
Second day ...	110 Metres Hurdles ; Throwing the Discus ; Pole Vault ; Throwing the Javelin ; and 1500 Metres.

WOMEN

3.—The Pentathlon for women consists of five events which shall be held on two consecutive days in the following order:—

First day ... Putting the Shot; Running High Jump; and 200 Metres.

Second day ... 80 Metres Hurdles; and Running Long Jump.

4.—The I.A.A.F. rules for each event constituting the competition will apply with the following exceptions:—

(a) In each of the jumping and throwing events, each competitor shall be allowed three trials only.

(b) The time of each competitor shall be taken independently by at least two time-keepers, and if their times differ, the slower time shall be recorded.

(c) In the running trials and the hurdles a competitor shall be disqualified in any event in which he has made *three* false starts.

5.—The scores separately and combined should be announced to the competitors after the completion of each event. (Refer to rule 19 paras. 9-11.)

6.—The winner shall be the competitor who has obtained the highest number of points in the five or ten events as the case may be, awarded on the basis of the I.A.A.F. Scoring Table.

SECTION VIII.

SPECIFICATIONS FOR OFFICIAL IMPLEMENTS AND APPARATUS

RULE 47. JUMPING AND VAULTING STANDARDS

1.—*Uprights.*—Any style or kind of uprights or posts may be used provided they are rigid.

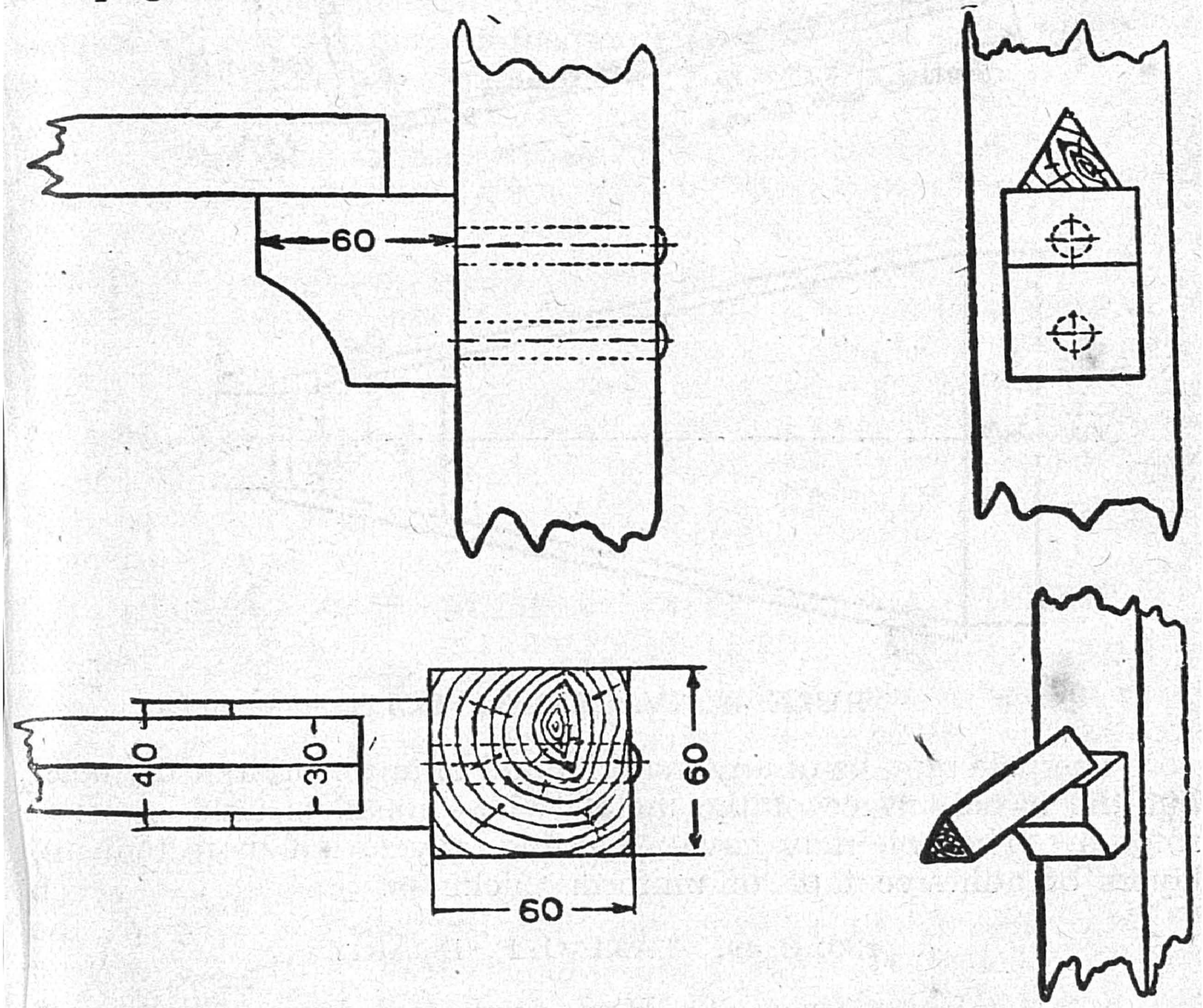
2.—*Cross-bar.*—The Cross-bar shall be of wood or metal, triangular or circular in section, each side or diameter of which shall measure 30 millimetres (1-3/16th inch). The ends of the circular bar shall be constructed in such a way that a flat surface of 30 × 150 millimetres (1-3/16 × 6 inches) is obtained for the purpose of placing the bar on its supports on the uprights. Optionally the cross-bar may be split in the middle and joined with a metal clip about 300 millimetres (1 foot) long.

3.—The cross-bar shall be of such a length that the distance between the uprights is not less than 3.66 metres (12 feet) and not more than 4 metres (13 feet 1½ inches). The maximum weight of the cross-bar shall be 2 kilogrammes (4 lbs. 6-2/5 oz.)

4.—*Supports for cross-bar in the High Jumps.*—The supports for the cross-bar shall be flat and rectangular, 40 millimetres ($1\frac{1}{2}$ inches) wide and 60 millimetres ($2\frac{3}{8}$ inches) long. They shall each face the opposite upright and the end of the cross-bar shall rest on them in such a manner that if it is touched by a competitor it will easily fall to the ground, either forwards or backwards.

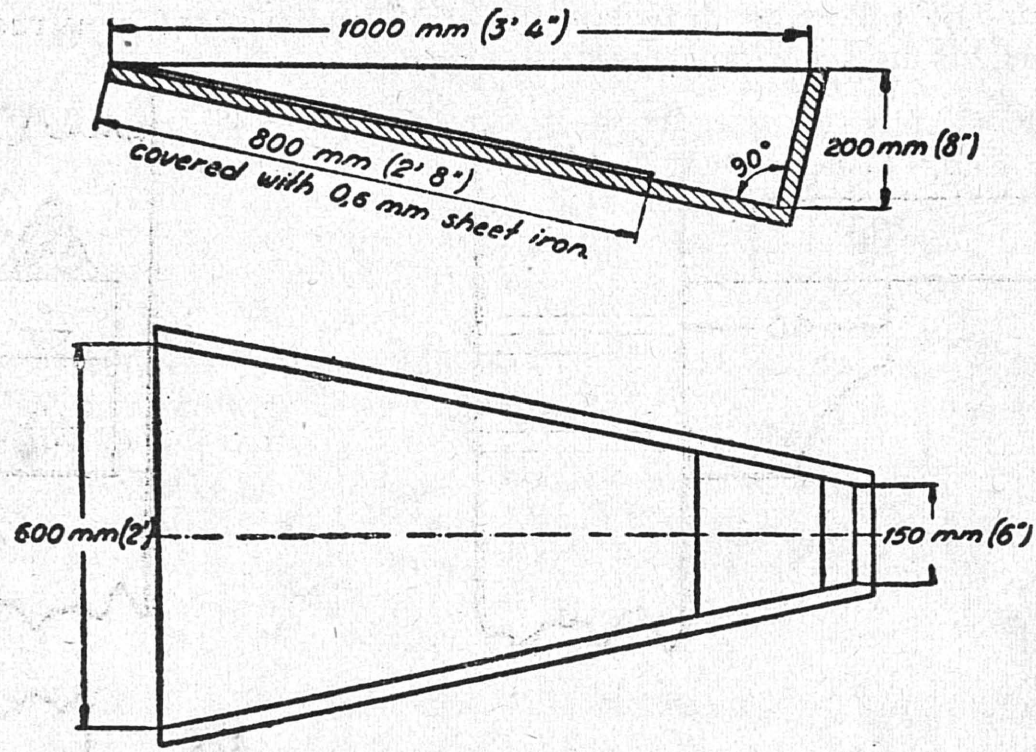
5.—There shall be a space of at least 10 millimetres ($\frac{3}{8}$ inch) between the ends of the cross-bar and the uprights.

6.—The following drawings illustrate one way of constructing the uprights in accordance with the rule.



7.—*Supports for the cross-bar in the Pole Vault.*—Pegs shall be used to support the cross-bar and shall be without notches or indentations of any kind, of uniform thickness throughout and not more than 13 millimetres ($\frac{1}{2}$ inch) diameter. They must not extend more than 75 millimetres (3 inches) from the uprights, and the cross-bar shall rest on them so that if it is touched by a competitor or his pole it will fall easily to the ground in the direction of the pit.

8.—*Wooden box for the Pole Vault.*—This shall measure 100 centimetres (3 feet 4 inches) in length, 60 centimetres (2 feet) in width at the front end, and tapering to 15 centimetres (6 inches) in width at the stop-board, where it shall be 20 centimetres (8 inches) in depth. The box shall be lined on the inside with 2.5 millimetres (1/10 inch) sheet iron or metal. See drawing below:—



RULE 48. VAULTING POLE

The pole may be of any material and of any length or diameter, but the basic surface of the metal, where metal is used, must be smooth. The pole may have a binding only of not more than two layers of adhesive tape of uniform thickness.

RULE 49. TAKE-OFF BOARD

Long Jump and Hop, Step and Jump.

1.—*Construction.*—The take-off board shall be made of wood and shall measure 1.22 metres (4 feet) long, 200 millimetres (8 inches) wide and 100 millimetres (4 inches) deep. On the side nearer to the pit should be fixed a horizontal shelf 1.22 metres (4 feet) long ; 140 millimetres (5½ inches) wide ; the top of which should be 25 millimetres (1 inch) below the surface of the take-off

board. This shelf should have a ledge, of the following approximate measurements, along the edge next to the pit, 38 millimetres ($1\frac{1}{2}$ inches) high and 25 millimetres (1 inch) wide, thus forming a recess 38 millimetres ($1\frac{1}{2}$ inches) deep, 1.22 metres (4 feet) long, and 100 millimetres (4 inches) wide, immediately beyond the take-off board on which to place on the shelf a board 25 millimetres (1 inch) thick as required ; with a layer of plasticine or similar substance 13 millimetres ($\frac{1}{2}$ inch) thick, the edge of which next to the take-off board must be at an angle of 30° to the horizontal. The layer of plasticine can be smoothed off by means of a roller or suitably shaped scraper for the purpose of removing the footprints of the competitors.

(Also see rule 37, para. 1.)

2.—The take-off board shall be painted white.

NOTE.—*It will be found very helpful to have a spare plasticine board available, so that while the footprint is being eliminated the competitors are not delayed.*

Until the above mentioned construction can be brought into use, it is recommended that the old type of take-off board be used where in front of the take-off line and across all the length of it over a width of 100 millimetres (4 inches) the ground shall be sprinkled with sand or soft earth to make it 13 millimetres ($\frac{1}{2}$ inch) higher than the take-off board. From the take-off board the earth shall be raised at an angle of 30° to the height of 13 millimetres ($\frac{1}{2}$ inch).

RULE 50. JAVELIN

1.—*Construction*.—The javelin shall be made of metal or wood with a sharp point (in the case of a wooden javelin, a sharp metal point) constructed in such a manner that the distance between the foremost point and the centre of gravity is not more than:—

For men ... 110 centimetres (3 feet $7\frac{1}{2}$ inches)
For women ... 95 centimetres (3 feet $1\frac{1}{2}$ inches).

not less than:—

For men ... 90 centimetres (2 feet $11\frac{1}{2}$ inches)
For women ... 80 centimetres (2 feet $7\frac{1}{2}$ inches).

2.—*Grip*.—It shall have, about the centre of gravity, a grip formed by a binding of whipcord with a width of:

For men .... 16 centimetres ($6\frac{1}{4}$ inches)
For women ... 15 centimetres (6 inches).

without thongs or notches on the shaft, and shall have no other holding than the above-mentioned binding, the circumference of which at either edge shall not exceed the circumference of the shaft by more than 25 millimetres (1 inch).

3.—*Measurement.*—The length shall be less than:—

For men	...	260 centimetres (8 feet 8 inches)
For women	...	220 centimetres (7 feet $2\frac{3}{4}$ inches).

complete as thrown.

4.—*Weight.*—The weight shall be not less than:—

For men	...	800 grammes (1 lb. $12\frac{1}{4}$ oz.)
For women	...	600 grammes (1 lb. $5\frac{1}{4}$ oz.).

complete as thrown.

RULE 51. DISCUS

1.—*Construction.*—The discus shall be composed of a smooth metal rim permanently attached to a wood body, metal plates set flush into the sides of the wooden body, and in the exact centre of the discus a means for securing the correct weight. The metal plates shall be circular in form, having a diameter of not less than:—

For men	...	51 millimetres (2 inches)
For women	...	50 millimetres (2 inches).
nor more than		57 millimetres ($2\frac{1}{4}$ inches).

Each side of the discus shall be identical and shall be made without indentations, projecting points or sharp edges. The sides shall taper in a straight line from the beginning of the curve of the rim to a line a distance of 25 millimetres (1 inch) from the centre of the discus.

2.—*Measurements.*—The largest dimension shall be a circle not less than:—

For men	...	219 millimetres ($8\frac{5}{8}$ inches)
For women	...	180 millimetres (7 inches).

in diameter. The thickness through the exact centre, on a line perpendicular to the diameter, shall be not less than:—

For men	...	44 millimetres ($1\frac{3}{4}$ inches)
For women	...	37 millimetres ($1\frac{1}{2}$ inches).

The thickness at 25 millimetres (1 inch) from the centre shall be exactly the same as at the center. The thickness of the rim at a distance of 6 millimetres (quarter inch) from the edge shall be not less than:—

For men	...	13 millimetres ($\frac{1}{2}$ inch)
For women	...	12 millimetres ($\frac{1}{2}$ inch).

The edge shall be rounded in a true circle.

3.—*Weight.*—The weight of the discus shall be not less than:—

For men	...	2 kilogrammes (4 lb. 6-2/5 oz.)
For women	...	1 kilogramme (2 lb. 3-1/5 oz.).

complete as thrown.

4.—A metal discus, complying with the official measurements, weight and conditions may be used.

RULE 52. SHOT

1.—*Construction.*—The shot shall be of solid iron, brass or any metal not softer than brass, or a shell of such metal filled with lead or other material. It must be spherical in shape.

2.—*Weight.*—The shot shall weigh not less than:—

For men	...	7.257 kilogrammes (16 lb.)
For women	...	4 kilogrammes (8 lb. 13-4/5 oz.).

RULE 53. HAMMER

1.—*Head.*—The head shall be of solid iron, brass or any metal not softer than brass or a shell of such metal filled with lead or other material. It must be spherical in shape.

2.—*Handle.*—The handle shall be of single unbroken and straight length of spring steel wire not less than 3 millimetres ($\frac{1}{8}$ inch) in diameter, or No. 36 piano wire 2.6 millimetres (1/10 inch) in diameter, and shall be such that it cannot stretch appreciably while the hammer is being thrown. The handle may be looped at one or both ends as a means of attachment.

3.—*Grip.*—The grip may be either of single or double loop construction, but must be rigid and without hinging joints of any kind, and so made that it cannot stretch appreciably while being thrown.

4.—*Connections.*—The handle shall be connected to the head of means of a swivel which may be either plain or ball bearing. The grip shall be connected to the handle by means of a loop. A swivel may not be used.

5.—*Weight and Length.*—The total weight shall be not less less 7.257 kilogrammes (16 lb.) and the total length not more than 1.22 metres (4 feet) complete as thrown.

RULE 54. HAMMER THROWING CAGE

1.—It is strongly recommended that all hammer throws be made from an enclosure or case to ensure the safety of spectators, officials and competitors.

2.—The cage should be U-shaped in plan, the diameter of the bent portion being 8.25 metres (27 feet) with the opening through which the throw is made 8.23 metres (27 feet) wide. The height should be not less than 2.74 metres (9 feet).

3.—A case made to the following specification is suggested.

Framework.—A metal rod 19.2 metres (63 feet) in length is bent to the shape of a letter U the radius of the bent portion

being 4.11 metres (13 feet 6 inches) and the width of the open end being 8.23 metres (27 feet). The rod is supported in a horizontal plane 2.74 metres (9 feet) above the ground by metal supports made in the shape of an inverted letter "y" or by gallows-shaped supports.

The rod can conveniently be replaced by seven straight pieces of rod, 2.74 metres (9 feet) long joined at their ends to form a polygonal shaped U.

The rod may be made of angle section iron 51 millimetres (2 inches) by 51 millimetres (2 inches) by 13 millimetres (¼ inch).

Tubular metal may be used in place of rod, made of 47 millimetres (1⅞ inch) O.D. tube, 3 millimetres (⅛ inch) or 10 Standard Gauge thick.

The supports must be constructed so that when the net is suspended from the rod the horizontal distance between the upright and net is not less than 61 centimetres (2 feet).

Netting.—A net 19.2 metres (63 feet) long by 3.05 metres (10 feet) wide made of cord 12.5 millimetres (½ inch) in circumference with 50 millimetres (2 inches) meshes is suspended from the rod by tying or preferably lacing with similar cord. To the lower edge of the net resting on the ground 9 sandbacks each weighing approximately 13.5 kilogramms (30 pounds) are attached at regular intervals.

Erection.—If inverted "y" shaped supports are used two bracing cross-ropes or wire stays are attached to the two supports at one end of the structure. It will assist in the erection of the framework if this section is assembled first.

Where permanent sockets can be set in the ground the gallows-type uprights may be used. The sockets should be sunk to a depth of 43 centimetres (17 inches) and provided with covers for use when the uprights are removed.

RULE 55. CIRCLES

1.—*Construction.*—Circles shall be made of band iron or steel.

2.—*Measurements.*—The circle shall measure:—

Discus Throwing ...	2.50 metres (8 ft. 2½ inches) inside diameter.
Hammer Throwing and Shot Putting ...	2.135 metres (7 feet) inside diameter.

The metal circle shall be 6 millimetres (¼ inch) in thickness and 76 millimetres (3 inches) in height.

3.—The circles shall be painted white.

RULE 56. STOP BOARD (PUTTING THE SHOT)

1.—*Construction*.—The board shall be made of wood in the shape of an arc so that the inner edge coincides with the inner edge of the circle, also so made that it can be firmly fixed to the ground.

2.—*Measurements*.—The board shall measure 1.22 metres (4 feet) long on the inside, 114 millimetres (4½ inches) wide and 100 millimetres (4 inches) high.

3.—*Finish*.—The board shall be painted white.

RULE 57. SECTORS FOR THROWS FROM CIRCLES AND ARCS

The sector within which all throws must fall, shall be clearly marked on the ground with lines 5 centimetres (2 inches) wide, the inner edges of which shall form the sector lines, the radii lines crossing at the centre of the circles. The outer ends of the radii lines should be marked with metal flags.

RULE 58. SECTOR FLAG

1.—*Construction*.—The Sector flag should be entirely of metal.

2.—*Measurements*.—The flag should be rectangular in shape measuring about 10 x 18 centimetres (4 x 7 inches) with the standard 8 millimetres (5/16 inch) in diameter and not less than 91 centimetres (36 inches) in length.

RULE 59. HURDLES

1.—*Construction*.—The hurdle shall be made of metal or wood and shall consist of two bases and two uprights supporting a rectangular frame reinforced by one or more cross-bars, the uprights to be fixed at the extreme end of each base. The hurdle shall be of such a design that a force of at least 3.6 kilogrammes (8 lbs.) applied to the centre of the top edge of the cross-bar is required to overturn it. The hurdle may be adjustable in height for each event. The counterweights must be adjustable so that at each height a force of at least 3.6 kilogrammes (8 lbs.) and not more than 4 kilogrammes (8 lbs. 13 ozs.) is required to overturn it.

2.—*Measurements*.—The standard heights of the hurdles shall be:—

Women	
80 metres	
87½ yards	76.2 centimetres (2 ft. 6 in.)
Men	
110 metres	
120 yards	1.06 metres (3 ft. 6 in.)

200 metres	
220 yards	76.2 centimetres (2 ft. 6 in.)
400 metres	
440 yards	91.4 centimetres (3 ft. 0 in.).

The extreme width shall be 1.20 metres (3 ft. 11 in.) The extreme length of the base shall be 70 centimetres (2 ft. 3½ inches). The total weight of the hurdle shall be not less than 10 kilogrammes (22 lbs. 2½ ozs.).

NOTE.—*In each case there shall be a toleration allowance of 3 millimetres (⅛ inch) above and below the standard heights, to allow for variation in the manufacture.*

(Also see rule 28.)

3.—The width of the top bar shall be 70 millimetres (2¾ inches).

4.—*Finish.*—The top bar shall be striped in black and white. The hurdles shall be so placed on the track that the feet of the hurdles shall be on the side of the approach by the competitor.

5.—*Testing.*—To check the resisting force of hurdles a simple spring-balance should be used by the application of a pulling force to the centre of the cross-bar. Alternatively use a cord with a hook, applied to the centre of the cross-bar, take the cord along over a pulley fixed conveniently and load the other end of the cord with weights.

RULE 60. RELAY BATON

1.—*Construction.*—The baton shall be of a smooth hollow wooden or metal tube in one piece the length of which shall be not more than 30 centimetres (one foot) and not less than 28 centimetres (11 inches). The circumference shall be 120 millimetres (4¾ inches) and it shall not weigh less than 50 grammes (1¾ oz.).

RULE 61. STARTING BLOCKS

1.—The purpose of starting blocks is to expedite the carrying through of programmes and to protect the tracks.

2.—They must be construucted entirely of rigid materials.

3.—They may be adjustable, but must be made without springs or other devices whereby the athlete can obtain any artificial assistance.

4.—They should be so made as to be easily and quickly placed into position and removed without damage to the track.

RULE 62. FINISH POSTS

The finish posts shall be of rigid construction of about 1.37 metres (4 ft. 6 in.) height, 8 centimetres (3 in.) width and 2 centimetres (¾ in.) thickness.

GENERAL RULES FOR OLYMPIC EVENTS

RULE 1. THE JURY

1.—The Jury shall consist of five or eight members appointed by the International Amateur Athletic Federation and shall manage the field and track events at the Olympic Games.

2.—All financial and technical arrangements of the Olympic Games shall be in the hands of the National Olympic Committee organising the Games, but the Jury mentioned above shall supervise the technical arrangements, appoint judges, etc., as stated hereafter. The organising Committee shall appoint one of its members as liaison officer to the Jury ; such liaison officer shall take care of and be responsible for good communication between the Jury and the organising Committee.

3.—The organising Committee shall be responsible for part of the travelling expenses of the Jury, but not for those of the international Judges.

RULE 2. WORK OF THE JURY

1.—The Jury shall be the highest authority on the track, and receive and decide any protests. (See Rule 23 page 50 of the Athletic Rules for International Competitions.)

2.—The Jury shall not overrule the decisions of the Referees or Judges unless it shall find that a distinct mistake has been made.

3.—The Jury shall decide all questions relating to the actual conduct of the Meeting, the final settlement of which is not otherwise covered by the rules.

4.—The Jury shall, through special experts, investigate the track and field and the technical arrangements thereof, also that implements are in accordance with specifications, not less than 15 days before the opening of the Games. The report of such experts shall be forwarded by the Jury to the Olympic Committee organising the Games, as soon as possible, with the request that certain alterations be made is necessary.

5.—The Jury shall meet at the place where the competitions are to be held not less than eight days before the beginning of the events. It shall see that field and track are in good order, courses properly laid out and measured to conform to all the requirements as laid down by the Athletic Rules for International Competitions and that all implements and equipment necessary for satisfactory competition are provided.

6.—The organising Committee shall have all the implements ready for inspection at least five days before the opening of the

games. Should the Jury not find the implements in accordance with specification, new implements shall be obtained as directed by the Jury.

7.—The organising Commitee shall hand over to the Jury final entries arranged for the different competitions not less than five days before the opening of the Games. The Jury shall accept or reject such entries, arrange the series and heats, and return the result to the organising Committee, which shall publish the entries with the competitors' numbers in sufficient time before the opening of the Games.

8.—In the event of the track and field upon which the Olympic Games are to be held not being available for practice, the organising Committee shall provide a suitable place for this purpose.

RULE 3. THE ATHLETIC GROUND

1.—The length of each lap should be 400 or 500 metres. The track for the 200 metres dash may be straight.

2.—All tracks for running, jumping and throwing events must be of cinder or similar material. Grass is not permitted.

3.—On the field inside the track there shall be arranged two platforms. One of these shall be near the tunnel through which the competitors enter the field, and from which the field and track events shall be managed, and which shall have telephone communication with the dressing rooms of the athletes, the Press Stand, the Band Stand, the loud speaker, the flag posts, etc., and from which bells may be operated in all dressing rooms, to call the competitors to the start.

4.—The other platform shall serve as an office for the Jury in charge of the field and track events.

5.—The loud speaker shall be governed by the Manager of of the Games, and the speaker into the microphone placed near the Manager.

RULE 4. OFFICIALS

1. Beside the Jury there shall be the following officials:
   One Manager,
   3 or 4 Assistant Managers,
   One Keeper of the Implements,
   2 or more Announcers.

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2. One Referee for track events,
   3 Starters,
   7 Judges at the finish,

6 or more Umpires,
9 Timekeepers.

3. One Referee for throwing events,
   6 or more Judges for throwing events,
4. One Referee for jumping events,
   6 or more Judges for jumping events.

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5. One or more Press Stewards,
   One Official Surveyor,
   One Marshal,
   One or more Doctors.

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6. Necessary number of Clerks and Scorers, including Lap-Scorers,
   Necessary number of Assistants.

7.—For the running events in Decathlon, as well as in the Marathon race and the 50,000 metres Walking Race the numbers of officials must be considerably increased.

RULE 5. THE MANAGER

The Manager shall have charge of the field and track events and be responsible for the proper carrying out of the Games. Ten minutes before the time of an event, he shall sound the bells in the dressing rooms, and Announcers shall announce on the field, to the competitors, the judges and the public, the start of the event. The Manager of the Games shall not leave his stand during the time a competition is going on. After the finish of an event he shall, through his assistants, receive the results from the scorer of such event. All announcements to the public, press, etc., shall be given by the Manager of the Games through the Announcers, Press Stewards, loud speakers, etc.

RULE 6. THE ASSISTANT MANAGER

1.—The Manager shall have three or four Assistant Managers, one for running events, one for jumping events and one for throwing events, etc. The Assistant Managers shall see that starts are carried out and shall follow the particular competitions. Fifteen minutes before the finish of any competition they shall notify the Manager thereof, in order that he may be prepared for the start of the next event.

2.—The Assistant Managers shall at the end of each event collect and hand to the Manager the results given by the scorers.

RULE 7. THE KEEPER OF THE IMPLEMENTS

This official shall keep all implements under lock and key and shall be responsible for the implements being at hand in proper time for each event. The keeper of the implements acts directly under the Manager of the Games.

RULE 8. THE REFEREES

1.—The Referees are responsible for the proper conduct of each event under their control and assign to the Judges their particular duties. In the case of a difference between the Judges, they shall decide and, if necessary, refer to the Jury.

2.—When, in any but the final heat of a race, a claim for a foul or interference is made, the Referee shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional or due to culpable carelessness, and shall also have the power to allow the hindered competitor to start in the next round of heats, just as if he had been placed in his trial.

3.—When, in a final heat, a claim for a foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional or due to culpable carelessness, and he shall also have the power to order a new race between such of the competitors as he thinks entitled thereto.

RULE 9. TIMEKEEPERS

1.—Timekeepers shall use only watches tested and certified at an astronomical or physical institute during the same year in which the Games take place, and the rules and conditions of the test be similar to those adopted by the National Physical Laboratory, Teddington, England. (The said Rules are published in the 1931 edition of the Athletic Rules.)

2.—The use of watches of the Splitsecond Type (Rattrapante) is strongly recommended, also that all watches to be used by the official timekeepers at the Games, shall be provided by the Organizing Committee of the Games.

3.—One of the timekeepers acts by appointment of the Jury as head timekeeper and regulates the daily division and work of the other timekeepers.

4.—The timekeepers shall act independently from one another, enter their times without discussing times and without showing their watches to each other, in the printed form specially made for this purpose, and after signing the form, hand it to the head timekeeper who is entitled to control the reported times on the watches.

5.—The head timekeeper enters the reported time in a special blank (schedule) fixes the official time results according to Rule 10 and provides for publication.

6.—The head timekeeper may entrust one of the timekeepers with taking intermediate times and may designate for taking the time of the winner (a fourth) reserve-timekeeper, the time taken by whom shall only be taken into account in case and for whatever reason only two watches have been acting.

7.—The timekeepers take their place by gradation in extension to the finish line on the other side of the track and in at least two metres from the finishing post.

8.—In all races up to 200 metres the times of at least the first three, in all other running and walking races the times of at least the first six, shall be officially taken and published.

9.—Out of the timekeepers 4 take the time of the first,
3 ,, ,, ,, second,
3 ,, ,, ,, third.

One of the four designated for the first place acts as a reserve timekeeper (see under para. 6 above).

10.—In races of 400 metres or more those timekeepers who take the time of the first place take also the time of the fourth place, those who take the time of the second place, take also the time of the fifth place, and those who take the time of the third place take also the time of the sixth place.

RULE 10. OTHER OFFICIALS

Regarding other officials, their duties are specified in the Athletic Rules for International Competitions, which apply for all other questions regarding the Olympic Games.

RULE 11. QUALIFICATION TRIALS

1. Where in any of the throwing or jumping events (hammer throwing, women's high jump and women's javelin throwing excepted) the number of entries exceeds 18, a qualifying round shall be held prior to the competition proper.

2.—No athlete shall participate in the competition proper unless he has reached the prescribed standard in the qualifying round ; but if in any event less than 12 competitors reach the qualifying standard, then the first 12 athletes and any athlete tying for the 12th place shall take part in the competition proper.

3.—In each qualifying round, each competitor shall be allowed three trials, but the performances accomplished shall not be considered part of the competition proper. Once a competitor has reached the qualifying standard, he shall not make any more trials.

APPENDIX I

INDIAN AND WORLD TRACK AND FIELD RECORDS—(MEN)

Event	Indian (National)				World		
100 Metres ...	10.7s	L. Pinto	Bombay	1952	10.2s	Jesse Owens, U.S.A.	1936
						Harold Davis, U.S.A.	1941
						L. La Beach, Panama	1948
						N. H. Ewell, U.S.A.	1948
200 Metres ...	21.9s	L. Pinto	Bombay	1952	20.2s	M. E. Patton, U.S.A.	1949
400 Metres ...	49.8s	F. Gantzer	Bengal	1938	45.8s	V. Rhoden, Jamaica	1950
		Ivan Jacob	Madras	1952			
800 Metres ...	1m. 56.8s	Hazura Singh	Patiala	1938	1m. 46.6s	R. Harbig, Germany	1939
1,500 Metres ...	4m. 4.2s.	Chand Singh	Patiala	1944	3m. 43s	G. Haegg, Sweden	1944
						L. Strand, Sweden	1947
5,000 Metres ...	15m. 9.4s	Raunaq Singh	Punjab	1936	13m. 58.2s	Gunder Haegg, Sweden	1942
10,000 Metres ...	32m. 2.6s	Raunaq Singh	Punjab	1936	29m. 2.6s	E. Zataopek, Czechoslovakia	1950
110 Metres Hurdles	15.2s	V. Vickers	Bombay	1946	13.6s	R. A. Attlesey, U.S.A	1950
400 Metres Hurdles	56.2s	Pritam Singh	Patiala	1944	50.6s	Glen Hardin, U.S.A.	1934
3,000 Metres Steeple-chase ...	9m. 31.4s	Gulzara Singh	Pepsu	1952	9m. 3.8s	V. Iso Hollo, Finland	1936
5,000 Metres Walk ...	26m. 13s	Sadhu Singh	Patiala	1946	20m. 26.8s	V. Hardmo, Sweden	1945
10,000 Metres Walk	52m. 29s	Raunaq Singh	Patiala	1949	42m. 39.6s	V. Hardmo, Sweden	1945
50 kilometres Walk	5h. 15m. 8.4s	Bakhtawar Singh	Patiala	1944	4h. 34m. 03.0s	P. Sievert, Germany	1924
4 × 100 Metres Relay	43.0s	Punjab Team	Punjab	1936	39.8s	U.S.A. Team, U.S.A.	1936
4 × 400 Metres Relay	3m. 25s	Services		1942	3m. 08.2s	U.S.A. Team, U.S.A.	1932

Note.—Besides the above records, the following Indian (All Comers) records have been created by the Ceylon Athletes:—

100 Metres	10.5s	R. E. Kitto	1946
400 Metres	49.5s	M. M. P. Pereira	1946
400 Metres Hurdles	54.9s	D. White	1946
4 × 100 Metres Relay	42.5s	Ceylon Team	1946
4 × 400 Metres Relay	3m. 23.4s	Ceylon Team	1946

INDIAN AND WORLD TRACK AND FIELD RECORDS (MEN)—(*contd.*)

Event	India				World		
Marathon Race ...	2h. 42m. 33.6s	Chhota Singh	Patiala	1948	2h. 26m. 54.6s	P. Nurmi, Finland	1932
High Jump ...	6ft. 3$\frac{1}{2}$in.	Mehenga Singh	Patiala	1951	6ft. 11$\frac{1}{4}$in.	Lester Steers, U.S.A.	1941
Broad Jump ...	22ft. 10$\frac{1}{2}$in.	Naranjan Singh	Punjab	1934	26ft. 8$\frac{1}{4}$in.	Jesse Owens, U.S.A.	1935
Hop Step & Jump	50ft. 2in.	H. Rebello	Mysore	1948	52ft. 5$\frac{7}{8}$in.	N. Tajima, Japan	1936
						A. F. Da Silva, Brazil	1950
Pole Vault ...	12ft. 2$\frac{1}{2}$in.	M. Hossain	U.P.	1948	15ft. 7$\frac{3}{4}$in.	C. Warmerdam, U.S.A.	1942
Shot Put ...	45ft. 2in.	Zahoor Ahmed	Patiala	1940	58ft. 10$\frac{1}{2}$in.	J. Fuchs, U.S.A.	1950
Discus Throw ...	132ft. 7$\frac{1}{2}$in.	Makhan Singh	Services	1952	186ft. 11in.	F. Gordion, U.S.A.	1949
Javelin Throw ...	185ft. 4$\frac{1}{2}$in.	Parsa Singh	Patiala	1951	258ft. 2$\frac{3}{8}$in.	Yrjo Nikkanen, Finland	1938
Hammer Throw ...	153ft. 8in.	Som Nath	Patiala	1946	196ft. 5$\frac{1}{2}$in.	I. Nemeth, Hungary	1950

INDIAN AND WORLD TRACK AND FIELD RECORDS (WOMEN)

Event	India				World		
100 Metres ...	12.4s	D. Beek	Bengal	1948	11.5s	Helen Stephens, U.S.A.	1936
						F. E. Blankers-Koen, Netherland	1948
200 Metres ...	26.1s	Mary D'Souza	Madras	1952	23.6s	Stella Walasiewicz, Poland	1935
80 Metres Hurdles ...	13.1s	Nilima Ghose	Bombay	1942	11.0s	F. Blankers-Koen, Netherland	1948
4 × 100 Metres ...	51.0s	Bombay Team	Bombay	1951	46.4s	German National, Germany	1936
High Jump ...	4ft. 11$\frac{3}{4}$in.	Una Lyons	Punjab	1940	5ft. 7$\frac{1}{4}$in.	F. E. Blankers-Koen, Netherland	1943
Long Jump ...	16ft. 4$\frac{7}{8}$in.	M. Suares	Mysore	1948	20ft. 6in.	F. E. Blankers-Koen, Netherland	1943
Shot Put ...	31ft. 10$\frac{1}{2}$in.	Miss M. D. Yates	U.P.	1941	49ft. 3$\frac{1}{4}$in.	A. S. Andreeva, U.S.S.R.	1950
Discus Throw ...	92ft. 10$\frac{3}{4}$in.	Miss M. Gilbert	Bombay	1942	174ft. 8$\frac{1}{2}$in.	N. Dumbadze, U.S.S.R.	1948
Javelin Throw ...	99ft. $\frac{1}{2}$in.	S. Priestley	Mysore	1936	175ft. 2$\frac{3}{4}$in.	N. Smirnitskaja, U.S.S.R.	1949

PENTATHLON AND DECATHLON SCORING TABLE

(Adopted by the I.A.A.F. Congress)

NO. 1.—100 METRES RUNNING.

Time Seconds		Points	Time Seconds		Points	Time Seconds		Points
10.0	...	1,470	12.1	...	574	14.2	...	199
10.1	...	1,377	12.2	...	550	14.3	...	186
10.2	...	1,300	12.3	...	527	14.4	...	173
10.3	...	1,236	12.4	...	505	14.5	...	161
10.4	...	1,178	12.5	...	484	14.6	...	149
10.5	...	1,125	12.6	...	464	14.7	...	137
10.6	...	1,075	12.7	...	444	14.8	...	125
10.7	...	1,028	12.8	...	424	14.9	...	113
10.8	...	986	12.9	...	404	15.0	...	101
10.9	...	946	13.0	...	386	15.1	...	91
11.0	...	908	13.1	...	368	15.2	...	81
11.1	...	871	13.2	...	351	15.3	...	71
11.2	...	835	13.3	...	334	15.4	...	61
11.3	...	800	13.4	...	317	15.5	...	51
11.4	...	767	13.5	...	300	15.6	...	41
11.5	...	736	13.6	...	285	15.7	...	31
11.6	...	706	13.7	...	270	15.8	...	21
11.7	...	678	13.8	...	255	15.9	...	11
11.8	...	650	13.9	...	241	16.0	...	1
11.9	...	624	14.0	...	227			
12.0	...	598	14.1	...	213			

NO. 2.—200 METRES RUNNING.

Time Seconds		Points	Time Seconds		Points	Time Seconds		Points
21.2	...	1,100	24.0	...	610	28.5	...	199
21.3	...	1,075	24.5	...	550	29.0	...	167
21.4	...	1,051	25.0	...	495	29.5	...	137
21.5	...	1,028	25.5	...	444	30.0	...	107
22.0	...	926	26.0	...	395	30.5	...	81
23.0	...	751	26.5	...	350	31.0	...	56
23.1	...	736	27.0	...	308	31.5	...	31
23.2	...	721	27.5	...	269	32.0	...	6
23.5	...	677	28.0	...	234			

NO. 3.—1500 METRES RUNNING.

Time Min.	Sec.		Points	Time Min.	Sec.		Points	Time Min.	Sec.		Points
3	54.0	...	1,020	4	10.0	...	744	4	18.0	...	640
3	55.0	...	1,000	4	11.0	...	730	4	19.0	...	627
3	56.0	...	980	4	12.0	...	716	4	20.0	...	615
3	57.0	...	960	4	13.0	...	702	4	21.0	...	602
3	58.0	...	940	4	14.0	...	690	4	22.0	...	591
3	59.0	...	921	4	15.0	...	677	4	23.0	...	580
4	00.0	...	903	4	16.0	...	665	4	24.0	...	569
4	05.0	...	818	4	17.0	...	652	4	25.0	...	558

NO. 4.—400 METRES RUNNING.

Time Seconds		Points	Time Seconds		Points	Time Seconds		Points
45.0	...	1,410	47.4	...	1,075	49.8	...	860
45.1	...	1,390	47.5	...	1,065	49.9	...	852
45.2	...	1,370	47.6	...	1,055	50.0	...	844
45.3	..	1,351	47.7	...	1,045	50.1	...	836
45.4	...	1,333	47.8	...	1,035	50.2	...	828
45.5	...	1,316	47.9	...	1,025	50.3	...	821
45.6	...	1,300	48.0	...	1,015	50.4	...	814
45.7	...	1,285	48.1	...	1,005	50.5	...	807
45.8	...	1,270	48.2	...	995	50.6	...	800
45.9	...	1,256	48.3	...	985	50.7	...	793
46.0	...	1,242	48.4	...	976	50.8	...	786
46.1	...	1,228	48.5	...	967	50.9	...	779
46.2	...	1,214	48.6	...	958	51.0	...	772
46.3	...	1,200	48.7	...	949	51.1	...	765
46.4	...	1,188	48.8	...	940	51.2	...	758
46.5	...	1,176	48.9	...	932	51.3	...	751
46.6	...	1,164	49.0	...	924	51.4	...	744
46.7	...	1,152	49.1	...	916	51.5	...	737
46.8	...	1,140	49.2	...	908	51.6	...	730
46.9	...	1,128	49.3	...	900	51.7	...	723
47.0	...	1,116	49.4	...	892	51.8	...	716
47.1	...	1,105	49.5	...	884	51.9	...	709
47.2	...	1,095	49.6	...	876	52.0	...	702
47.3	...	1,085	49.7	...	868	52.1	...	696

NO. 4.—400 METRES RUNNING (Contd.)

Time Seconds		Points	Time Seconds		Points	Time Min.	Sec.		Points
52.2	...	690	56.1	...	475	1	.01	...	311
52.3	...	684	56.2	...	470	1	.02	...	307
52.4	...	678	56.3	...	465	1	.03	...	303
52.5	...	672	56.4	...	460	1	.04	...	300
52.6	...	666	56.5	...	455	1	.05	...	296
52.7	...	660	56.6	...	450	1	.06	...	293
52.8	...	654	56.7	...	445	1	.07	...	290
52.9	...	648	56.8	...	440	1	.08	...	286
53.0	...	642	56.9	...	436	1	.09	...	283
53.1	...	636	57.0	...	432	1	1.0	...	280
53.2	...	630	57.1	...	428	1	1.1	...	276
53.3	...	624	57.2	...	424	1	1.2	...	273
53.4	...	618	57.3	...	420	1	1.3	...	270
53.5	...	612	57.4	...	416	1	1.4	...	267
53.6	...	606	57.5	...	412	1	1.5	...	264
53.7	...	600	57.6	...	408	1	1.6	...	260
53.8	...	594	57.7	...	404	1	1.7	...	257
53.9	...	588	57.8	...	400	1	1.8	...	254
54.0	...	582	57.9	...	396	1	1.9	...	251
54.1	...	576	58.0	...	392	1	2.0	...	248
54.2	...	570	58.1	...	388	1	2.1	...	244
54.3	...	565	58.2	...	384	1	2.2	...	241
54.4	...	560	58.3	...	380	1	2.3	...	238
54.5	...	555	58.4	...	376	1	2.4	...	235
54.6	...	550	58.5	...	372	1	2.5	...	232
54.7	...	545	58.6	...	368	1	2.6	...	228
54.8	...	540	58.7	...	364	1	2.7	...	225
54.9	...	535	58.8	...	361	1	2.8	...	222
55.0	...	530	58.9	...	357	1	2.9	...	219
55.1	...	525	59.0	...	353	1	3.0	...	216
55.2	...	520	59.1	...	349	1	3.1	...	212
55.3	...	515	59.2	...	345	1	3.2	...	209
55.4	...	510	59.3	...	341	1	3.3	...	206
55.5	...	505	59.4	...	338	1	3.4	...	203
55.6	...	500	59.5	...	334	1	3.5	...	200
55.7	...	495	59.6	...	330	1	3.6	...	197
55.8	...	490	59.7	...	326	1	3.7	...	194
55.9	...	485	59.8	...	322	1	3.8	...	191
56.0	...	480	59.9	...	319	1	3.9	...	189

NO. 4.—400 METRES RUNNING (Contd.)

Time Min.	Sec.		Points	Time Min.	Sec.		Points	Time Min.	Sec.		Points
1	4.0	...	186	1	5.7	...	140	1	7.4	...	95
1	4.1	...	183	1	5.8	...	137	1	7.5	...	92
1	4.2	...	181	1	5.9	...	135	1	7.6	...	90
1	4.3	...	178	1	6.0	...	132	1	7.7	...	87
1	4.4	...	175	1	6.1	...	129	1	7.8	...	85
1	4.5	...	172	1	6.2	...	127	1	7.9	...	82
1	4.6	...	170	1	6.3	...	124	1	8.0	...	80
1	4.7	...	167	1	6.4	...	121	1	8.1	...	77
1	4.8	...	164	1	6.5	...	118	1	8.2	...	75
1	4.9	...	162	1	6.6	...	116	1	8.3	...	72
1	5.0	...	159	1	6.7	...	113	1	8.4	...	70
1	5.1	...	156	1	6.8	...	110	1	8.5	...	67
1	5.2	...	154	1	6.9	...	108	1	8.6	...	65
1	5.3	...	151	1	7.0	...	105	1	8.7	...	62
1	5.4	...	148	1	7.1	...	102	1	8.8	...	60
1	5.5	...	145	1	7.2	...	100	1	8.9	...	57
1	5.6	...	143	1	7.3	...	97	1	9.0	...	55

NO. 5.—RUNNING BROAD JUMP.

Distance Metres		Points	Distance Metres		Points	Distance Metres		Points
7.75	...	1,079	7.59	...	1,002	7.43	...	938
7.74	...	1,074	7.58	...	998	7.42	...	934
7.73	...	1,069	7.57	...	994	7.41	...	930
7.72	...	1,064	7.56	...	990	7.40	...	926
7.71	...	1,059	7.55	...	986	7.39	...	922
7.70	...	1,054	7.54	...	982	7.38	...	918
7.69	...	1,049	7.53	...	978	7.37	...	914
7.68	...	1,044	7.52	...	974	7.36	...	910
7.67	...	1,039	7.51	...	970	7.35	...	906
7.66	...	1,034	7.50	...	966	7.34	...	902
7.65	...	1,029	7.49	...	962	7.33	...	898
7.64	...	1,024	7.48	...	958	7.32	...	894
7.63	...	1,019	7.47	...	954	7.31	...	891
7.62	...	1,014	7.46	...	950	7.30	...	887
7.61	...	1,010	7.45	...	946	7.29	...	884
7.60	...	1,006	7.44	...	942	7.28	...	880

NO. 5.—RUNNING BROAD JUMP (Contd.)

Distance Metres		Points	Distance Metres		Points	Distance Metres		Points
7.27	...	877	7.05	...	801	5.30	...	358
7.26	...	873	7.04	...	798	5.20	...	337
7.25	...	870	7.03	...	794	5.10	...	316
7.24	...	866	7.02	...	791	5.00	...	296
7.23	...	863	7.01	...	788	4.90	...	276
7.22	...	859	7.00	...	785	4.80	...	257
7.21	...	856	6.90	...	755	4.70	...	238
7.20	...	852	6.80	...	725	4.60	...	219
7.19	...	849	6.70	...	695	4.50	...	200
7.18	...	845	6.60	...	667	4.40	...	182
7.17	...	842	6.50	...	640	4.30	...	164
7.16	...	838	6.40	...	613	4.20	...	146
7.15	...	835	6.30	...	587	4.10	...	128
7.14	...	832	6.20	...	562	4.00	...	111
7.13	...	828	6.10	...	537	3.90	...	94
7.12	...	825	6.00	...	512	3.80	...	77
7.11	...	821	5.90	...	488	3.70	...	60
7.10	...	818	5.80	...	446	3.60	...	43
7.09	...	815	5.70	...	444	3.50	...	26
7.08	...	811	5.60	...	442	3.40	...	9
7.07	...	808	5.50	...	400			
7.06	...	804	5.40	...	379			

NO. 6.—PUTTING THE WEIGHT.

16 Lbs. Shot

Distance Metres		Points	Distance Metres		Points	Distance Metres		Points	Distance Metres		Points
18.00	...	1,340	17.10	...	1,166	16.20	...	1,028	15.30	...	912
17.90	...	1,320	17.00	...	1,149	16.10	...	1,014	15.20	...	900
17.80	...	1,300	16.90	...	1,132	16.00	...	1,000	15.10	...	888
17.70	...	1,280	16.80	...	1,116	15.90	...	987	15.00	...	877
17.60	...	1,260	16.70	...	1,100	15.80	...	974	14.90	...	866
17.50	...	1,240	16.60	...	1,085	15.70	...	961	14.80	...	855
17.40	...	1,220	16.50	...	1,070	15.60	...	948	14.70	...	844
17.30	...	1,200	16.40	...	1,056	15.50	...	936	14.60	...	833
17.20	...	1,183	16.30	...	1,042	15.40	...	924	14.50	...	822

NO. 6.—PUTTING THE WEIGHT (Contd.)

Distance Metres	Points	Distance Metres	Points	Distance Metres	Points	Distance Metres	Points
14 40	811	11.60	548	8.80	337	6.00	148
14.30	800	11.50	540	8.70	330	5.90	142
14.20	790	11.40	532	8.60	323	5.80	136
14.10	780	11.30	524	8.50	316	5.70	130
14.00	770	11.20	516	8.40	309	5.60	124
13.90	760	11.10	508	8.30	302	5.50	118
13.80	750	11.00	500	8.20	295	5.40	112
13.70	740	10.90	492	8.10	288	5.30	106
13.60	730	10.80	484	8.00	281	5.20	100
13.50	720	10.70	476	7.90	274	5.10	94
13.40	710	10.60	468	7.80	267	5.00	88
13.30	700	10.50	460	7.70	260	4.90	82
13.20	690	10.40	452	7.60	253	4.80	76
13.10	681	10.30	444	7.50	246	4.70	70
13.00	672	10.20	436	7.40	239	4.60	64
12.90	663	10.10	428	7.30	232	4.50	58
12.80	654	10.00	421	7.20	225	4.40	52
12.70	645	9.90	414	7.10	218	4.30	46
12.60	636	9.80	407	7.00	211	4.20	40
12.50	627	9.70	400	6.90	204	4.10	34
12.40	618	9.60	393	6.80	197	4.00	28
12.30	609	9.50	386	6.70	190	3.90	22
12.20	600	9.40	379	6.60	184	3.80	16
12.10	591	9.30	372	6.50	178	3.70	10
12.00	582	9.20	365	6.40	172	3.60	5
11.90	573	9.10	358	6.30	166	3.50	—
11.80	564	9.00	351	6.20	160		
11.70	556	8.90	344	6.10	154		

NO. 7.—HIGH JUMP.

Height Metres	Points	Height Metres	Points	Height Metres	Points	Height Metres	Points
2.10	1,300	1.75	711	1.40	380	1.05	120
2.05	1,166	1.70	656	1.35	340	1.00	88
2.00	1,063	1.65	605	1.30	300	.95	58
1.95	976	1.60	555	1.25	260	.35	—
1.90	900	1.55	509	1.20	225		
1.85	832	1.50	464	1.15	190		
1.80	770	1.45	420	1.10	155		

NO. 8.—110 METRES HURDLES.

Time Seconds	Points	Time Seconds	Points	Time Seconds	Points	Time Seconds	Points
14.0 ...	1,124	15.9 ...	612	17.8 ...	320	19.7 ...	126
14.1 ...	1,086	16.0 ...	593	17.9 ...	309	19.8 ...	117
14.2 ...	1,051	16.1 ...	575	18.0 ...	294	19.9 ...	109
14.3 ...	1,017	16.2 ...	557	18.1 ...	283	20.0 ...	101
14.4 ...	983	16.3 ...	540	18.2 ...	272	20.1 ...	93
14.5 ...	953	16.4 ...	523	18.3 ...	261	20.2 ...	85
14.6 ...	923	16.5 ...	506	18.4 ...	250	20.3 ...	77
14.7 ...	894	16.6 ...	487	18.5 ...	239	20.4 ...	69
14.8 ...	867	16.7 ...	473	18.6 ...	228	20.5 ...	61
14.9 ...	840	16.8 ...	458	18.7 ...	218	20.6 ...	53
15.0 ...	813	16.9 ...	443	18.8 ...	208	20.7 ...	45
15.1 ...	788	17.0 ...	428	18.9 ...	198	20.8 ...	38
15.2 ...	764	17.1 ...	413	19.0 ...	189	20.9 ...	31
15.3 ...	740	17.2 ...	398	19.1 ...	180	21.0 ...	24
15.4 ...	716	17.3 ...	385	19.2 ...	171	21.1 ...	17
15.5 ...	694	17.4 ...	372	19.3 ...	162	21.2 ...	10
15.6 ...	673	17.5 ...	359	19.4 ...	153	21.3 ...	3
15.7 ...	652	17.6 ...	346	19.5 ...	144		
15.8 ...	632	17.7 ...	333	19.6 ...	135		

NO. 9.—THROWING THE DISCUS.

Distance Metres	Points	Distance Metres	Points	Distance Metres	Points	Distance Metres	Points
52.0 ...	1,035	50.5 ...	972	49.0 ...	916	47.5 ...	860
51.9 ...	1,030	50.4 ...	967	48.9 ...	913	47.4 ...	857
51.8 ...	1,026	50.3 ...	963	48.8 ...	906	47.3 ...	853
51.7 ...	1,022	50.2 ...	959	48.7 ...	902	47.2 ...	849
51.6 ...	1,018	50.1 ...	951	48.6 ...	898	47.1 ...	846
51.5 ...	1,014	50.0 ...	950	48.5 ...	895	47.0 ...	842
51.4 ...	1,009	49.9 ...	948	48.4 ...	891	46.9 ...	841
51.3 ...	1,005	49.8 ...	944	48.3 ...	888	46.8 ...	838
51.2 ...	1,000	49.7 ...	940	48.2 ...	884	46.7 ...	837
51.1 ...	993	49.6 ...	936	48.1 ...	881	45.0 ...	777
51.0 ...	992	49.5 ...	932	48.0 ...	880	44.0 ...	745
50.9 ...	990	49.4 ...	928	47.9 ...	875	43.0 ...	714
50.8 ...	984	49.3 ...	925	47.8 ...	870	42.0 ...	683
50.7 ...	980	49.2 ...	921	47.7 ...	869	41.0 ...	655
50.6 ...	976	49.1 ...	918	47.6 ...	863	40.9 ...	654

NO. 9.—THROWING THE DISCUS (Contd.)

Distance Metres	Points	Distance Metres	Points	Distance Metres	Points	Distance Metres	Points
40.8	649	38.2	576	32.9	443	23.5	235
40.7	646	38.1	571	32.8	440	23.0	222
40.6	644	38.0	570	32.7	437	22.5	214
40.5	641	37.0	545	32.6	435	22.0	202
40.4	638	36.0	520	32.5	433	21.5	191
40.3	636	35.0	495	32.0	421	21.0	182
40.2	633	34.9	493	31.9	419	20.5	173
40.1	628	34.8	490	31.8	417	20.0	163
40.0	627	34.7	488	31.5	410	19.5	154
39.9	624	34.6	485	31.3	406	19.0	144
39.8	621	34.5	483	31.1	402	18.5	135
39.7	619	34.4	480	31.0	399	18.0	126
39.6	616	34.3	477	30.5	388	17.5	116
39.5	613	34.2	475	30.0	378	17.0	107
39.4	610	34.1	471	29.5	366	16.5	98
39.3	608	34.0	470	29.0	356	16.0	88
39.2	604	33.9	468	28.5	345	15.5	79
39.1	601	33.8	465	28.0	333	15.0	69
39.0	599	33.7	463	27.5	323	14.5	60
38.9	596	33.6	460	27.0	312	14.0	51
38.8	593	33.5	457	26.5	301	13.5	41
38.7	591	33.4	455	26.0	290	13.0	32
38.6	588	33.3	453	25.5	279	12.5	23
38.5	585	33.2	450	25.0	268	12.0	13
38.4	582	33.1	446	24.5	257		
38.3	579	33.0	445	24.0	246		

NO. 10.—POLE VAULT.

Height M.Cm.	Points	Height M.Cm.	Points	Height M.Cm.	Points
4.5	1,063	3.8	645	3.1	364
4.4	985	3.7	595	3.0	328
4.3	915	3.6	556	2.9	293
4.2	855	3.5	516	2.8	259
4.1	795	3.4	476	2.7	226
4.0	745	3.3	438	2.6	193
3.9	695	3.2	400	2.5	163

NO. 10.—POLE VAULT (Contd.)

Height M.Cm.	Points	Height M.Cm.	Points	Height M.Cm.	Points
2.4	133	2.0	18	1.6	8
2.3	103	1.9	16	1.5	4
2.2	74	1.8	13	1.4	2
2.1	46	1.7	10		

NO. 11.—THROWING THE JAVELIN.

Distance Metres	Points	Distance Metres	Points	Distance Metres	Points	Distance Metres	Points
78.2	1,296	73.1	1,085	57.5	678	43.0	405
78.0	1,286	73.0	1,083	57.0	668	42.5	397
77.8	1,278	72.0	1,051	56.5	658	42.0	389
77.6	1,268	71.0	1,019	56.0	647	41.5	382
77.4	1,260	70.0	988	55.5	637	41.0	373
77.2	1,250	69.5	974	55.0	627	40.5	366
77.0	1,240	69.0	959	54.5	617	40.0	358
76.9	1,236	68.5	944	54.0	607	39.5	349
76.7	1,228	68.0	931	53.5	596	39.0	342
76.6	1,222	67.5	918	53.0	586	38.5	333
76.5	1,218	67.0	903	52.5	576	38.0	326
76.4	1,214	66.5	890	52.0	565	37.5	318
76.2	1,204	66.0	877	51.5	557	37.0	310
76.0	1,196	65.5	864	51.0	548	36.5	302
75.8	1,188	65.0	852	50.5	538	36.0	294
75.6	1,181	64.5	839	50.0	529	35.5	286
75.4	1,172	64.0	827	49.5	520	35.0	278
75.2	1,166	63.5	815	49.0	511	34.5	270
75.0	1,157	63.0	802	48.5	502	34.0	262
74.5	1,138	62.5	791	48.0	493	33.5	254
74.0	1,119	62.0	780	47.5	484	33.0	246
73.9	1,117	61.5	768	47.0	475	32.5	238
73.8	1,112	61.0	757	46.5	465	32.0	230
73.7	1,108	60.5	745	46.0	457	31.5	222
73.6	1,104	60.0	734	45.5	448	31.0	214
73.5	1,101	59.5	723	45.0	438	30.5	207
73.4	1,098	59.0	711	44.5	429	30.0	198
73.3	1,094	58.5	700	44.0	421		
73.2	1,091	58.0	689	43.5	413		

SPECIMENS OF SCORE SHEET

Record Sheet for Athletic Events (Track Events)

....................................*Sports*. *Date*....................

Qualify...in Trial Heats...in Semi-Finals, and...in Final Heat

First Heat		Second Heat		Third Heat		Fourth Heat	
No.	Name	No.	Name	No.	Name	No.	Name
	Time......		Time......		Time......		Time.........

1st Semi-Final Heat		2nd Semi-Final Heat		
No.	Name	No.	Name	
	Time——		Time——	

Final Heat		Winners		Club	Points	Judges' Signature
No.	Name	No.	Name			
	Time——	Best Time. Made by No............				

Record Sheet for Field-Events (Height)

....*Sports.* *Date*......................

No.	NAME	Successive Heights of Cross Bar

Result	No.	NAME	Club	Points	Height	Judges' Signature
First						
Second						
Third						
Fourth						

Key: — = Pass. √ = Cleared. × = Failed.

Record Sheet for Field Events. (Distance)

....*Sports.* *Date*......................

No.	Name	Record of Preliminary Trials			Record of Final Trials		
		1st trial	2nd trial	3rd trial	1st trial	2nd trial	3rd trial

Result	No.	NAME	Club	Points	Distance	Judges' Signature
First						
Second						
Third						
Fourth						

CONSOLIDATED SCORE SHEET (ATHLETIC EVENTS)

..............................*Sports.* *Date*........................ Place........................

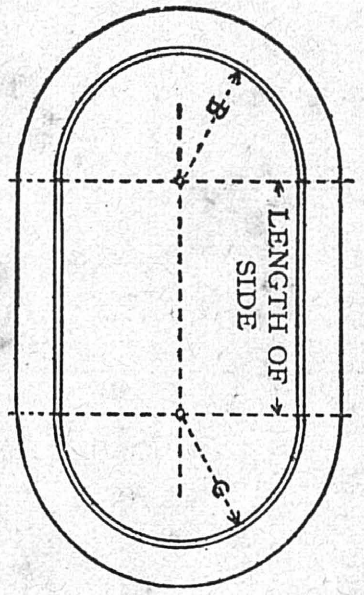
Score......Points for 1st Place ;......for 2nd ;......for 3rd ; and......for 4th.

CLUBS	EVENTS AND POINTS WON	Total Score	WINNERS
			1st.
			2nd.
			3rd.
			4th.
			New Record Set

........................*Officer Scorer.*

RUNNING TRACK DIMENSIONS

MILES	TOTAL LENGTH	LENGTH OF SIDE	CIRCUM' OF END	B-END RADIUS	SAME IN FT.&IN.	C-CURB RADIUS
1 „	5280'.0"	1320'.0"	2640'.0"	420'. 169	420'.-2 $\frac{1}{32}$"	419'.-2"
$\frac{1}{2}$ „	2640'.0"	660'.0"	1320'.0"	210'. 084	210'.-1 $\frac{1}{64}$"	209'.-1"
$\frac{1}{4}$ „	1320'.0"	330'.0"	660'.0"	105'. 072	105'.-$\frac{1}{2}$"	104'.-$\frac{1}{2}$"
$\frac{1}{8}$ „	660'.0"	165'.0"	330'.0"	52'. 521	52'.-6$\frac{1}{4}$"	51'.-6$\frac{1}{4}$"
$\frac{1}{16}$ „	330'.0"	82'.6"	165'.0"	26'. 260	26'.-3$\frac{1}{8}$"	25'.-3$\frac{1}{8}$"
$\frac{1}{6}$ „	880'.0"	220'.0"	440'.0"	70'. 028	70'.-$\frac{5}{16}$"	69'.-$\frac{5}{16}$"
$\frac{1}{6}$ „	880'.0"	180'.0"	520'.0"	82'. 751	82'.-9"	81'.-9"



DIRECTION FOR LAYING OUT RUNNING TRACKS

LAYING OUT A 400 METRE OVAL RUNNING TRACK

With the growing interest in the World Olympics and in adopting the same code of rules as govern the World Olympic Sports, many requests come in to us for advice regarding laying out a running track in metres. As you are well aware all sports items in the Olympic programme are measured in metres. This being so we have changed our running track at the Y.M.C.A. College, Saidapet, Madras and gladly give here with the methods followed by us in laying out our 400 metre track, so that those requesting information may have it for their guidance.

We also give herewith the diagram and dimension of the running track of the 1936 World Olympic Games in Berlin.

The accompanying figure and diagram should enable any person who understands sports, to lay out a track on which the modern programme of sports can be efficiently and satisfactorily conducted:—

1 Metre	=	3.281 ft.	
100 Metres	=	328 ft.	1-1/5 in.
110 Metres	=	360 ft.	10-9/10 in.
400 Metres	=	1312 ft.	4-4/5 in.

Now, if we make the length of each of the straights of the 400 Metre oval track to be 80.3 Metres, or 263.465 ft. (263 ft. 5-3/5 in.), then the running distance around each curve of the track will be 119.7 Metres or 398.735 ft. (392 ft. 8-4/5 in.).

You will thus find the total distance of the track to be:—

263 ft. 5-3/5 in. or 263.465 ft. or 80.3 Metres=One side.
263 ft. 5-3/5 in. or 263.465 ft. or 80.3 Metres=Other side.
392 ft. 8-4/5 in. or 392.735 ft. or 119.7 Metres=Other curve.
392 ft. 8-4/5 in. or 392.735 ft. or 119.7 Metres=One curve.

1,312 ft. 4-4/5 in. or 1,312.400 ft. or 400.0 Metres=Complete track.

Now since the Running Distance around one curve is 119.7 Metres or 392.735 ft. your knowledge of Mathematics will enable

you to figure out that the radius required for that is 38.1 Metres or 125 ft. This radius of 125 ft. is what is called the "Running Distance Radius." But the running distance on a track is measured not on the curb or chalk line of the track but one foot away from it. Therefore for actually marking out the track we deduct one foot from the running distance radius, and use that distance for our "Curb Radius" or for actually marking the running track on the ground. For the particular running track in question we have found that the "Running Distance Radius" is 38.1 Metres or 125 ft. Therefore for actually marking the track we use a "Curb Radius" of one foot less. In this case our "Curb Radius" is 37.8 Metres or 124 ft.

A careful study of the diagram will clearly indicate how you should proceed to lay out your 400 metre running track.

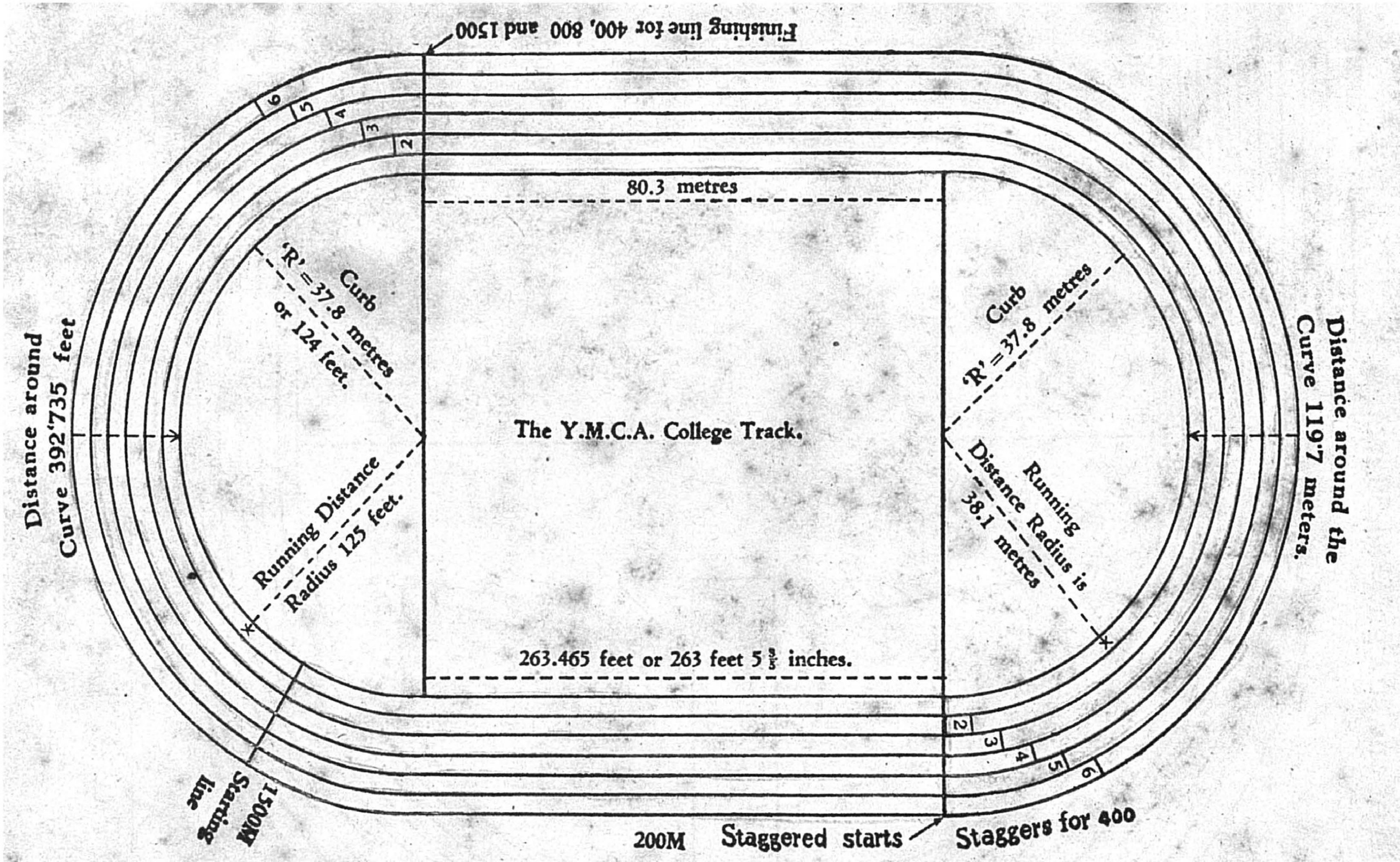
The rules of sports require that in every race up to and including the 40 Metres, each runner shall have a separate lane of at least 1.22 Metres or 4 ft. in width. In a straight away race this presents no problem because from the starting line to the finishing line all lanes are of equal length. But when running races around a curve if all runners started abreast the runners on the outer lanes would be running greater distance than those on the inside lanes. Therefore the method of "staggered starts" is used to give each runner the same actual distance. These staggered starts are indicated in the six lanes represented on the 400 Metre track in the diagram. According to the rules of sports the distance of the first lane is measured 12 in. away from the curb line. But succeeding lanes are measured 8 in. away from their inside line. The measuring radius is therefore different and your application of Mathematics will tell you to mark your starting lines for a 400 Metre race as follows:—

The man in the first lane starts scratch.

The man in the second lane starts at a mark which will be 23 ft. ½ in. in advance of scratch.

The men in the third and subsequent lanes start at marks 25 ft. 1½ in. in advance of the 2nd, 3rd, 4th, etc., respectively.

Then in making staggered starts for the 200 Metre race the distance between starting marks would be just half that for the 400 Metres, the starting would be on exactly the opposite side in the centre of the running course and the finish line would be where the 400 Metres begins.



Diagrammatic Sketch of 400 meters Track

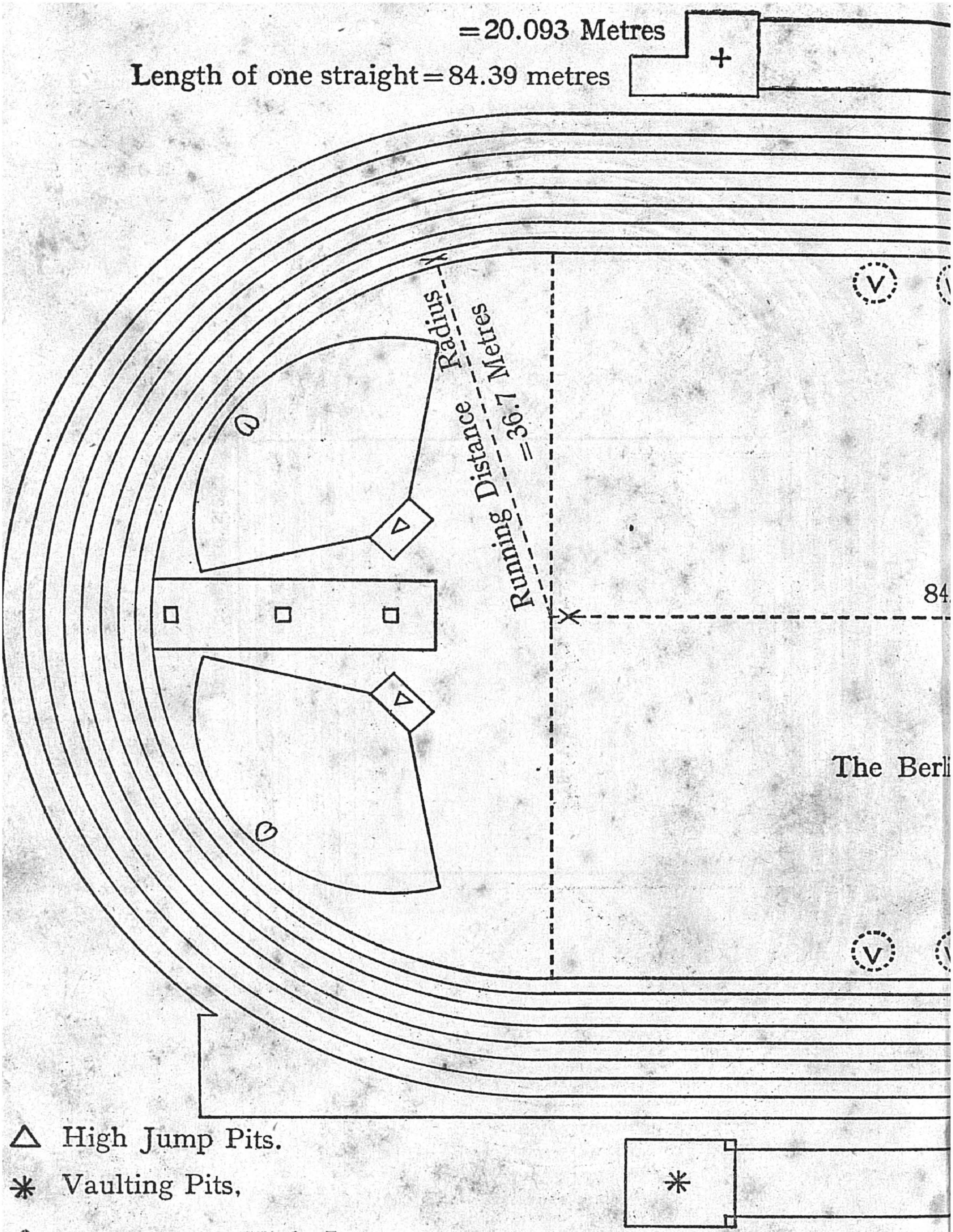
Scale 1″	= 26.8 Metres = 87.9 feet.
Curb Radius 1.41″	= 37.8 metres = 124 feet.
Running Distance Radius	= 38.1 metres = 125 feet.
Length of straight 3″	= 80.3 metres = 263.465 feet.

Staggers for 400 meters race

1st Lane.....................starts Scratch.
2nd ,, ...23 ft. ½ inch from scratch.
3rd and subsequent Lanes 25 ft. 1½ inch from 2nd, etc., respectively.

=20.093 Metres

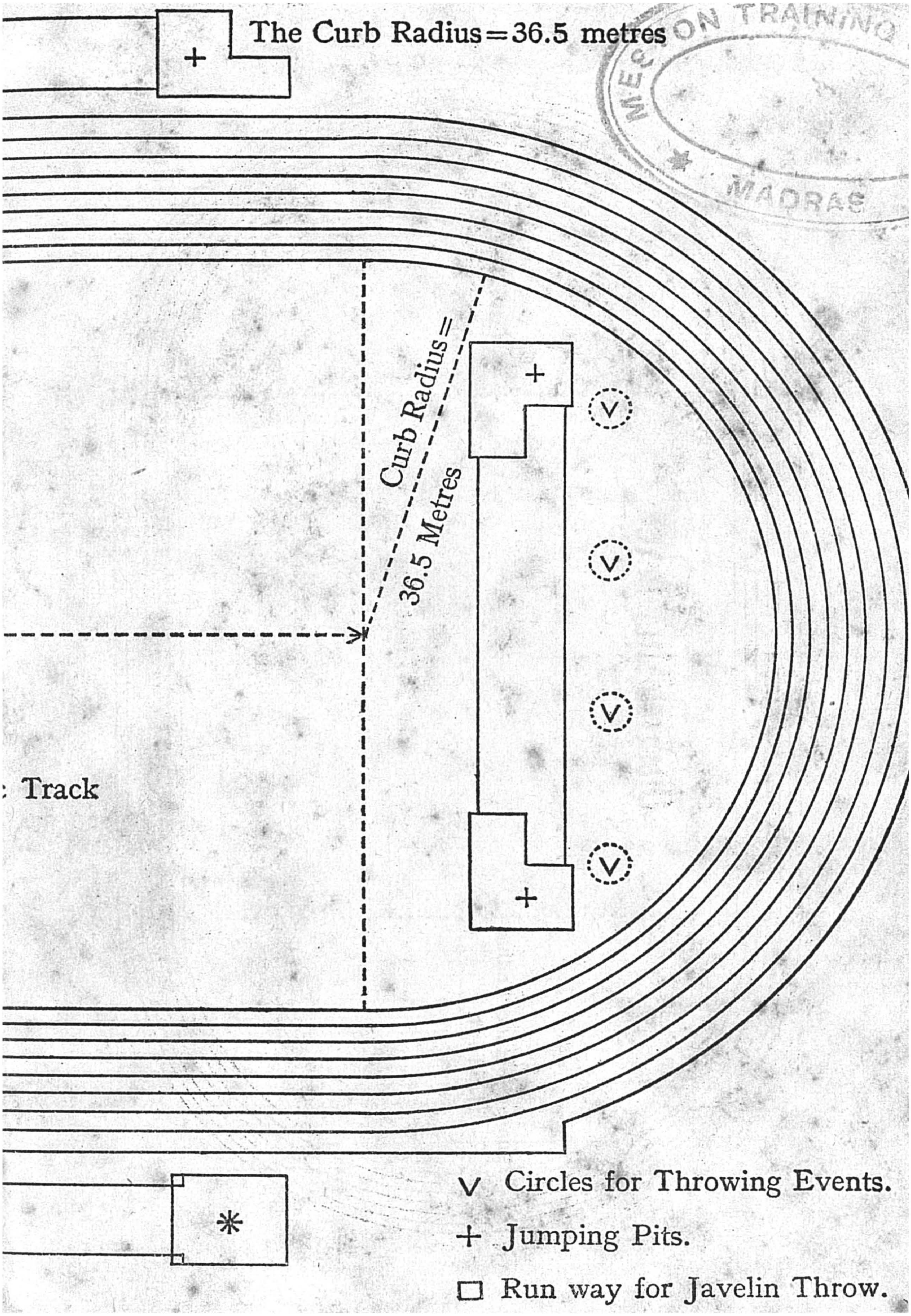
Length of one straight=84.39 metres



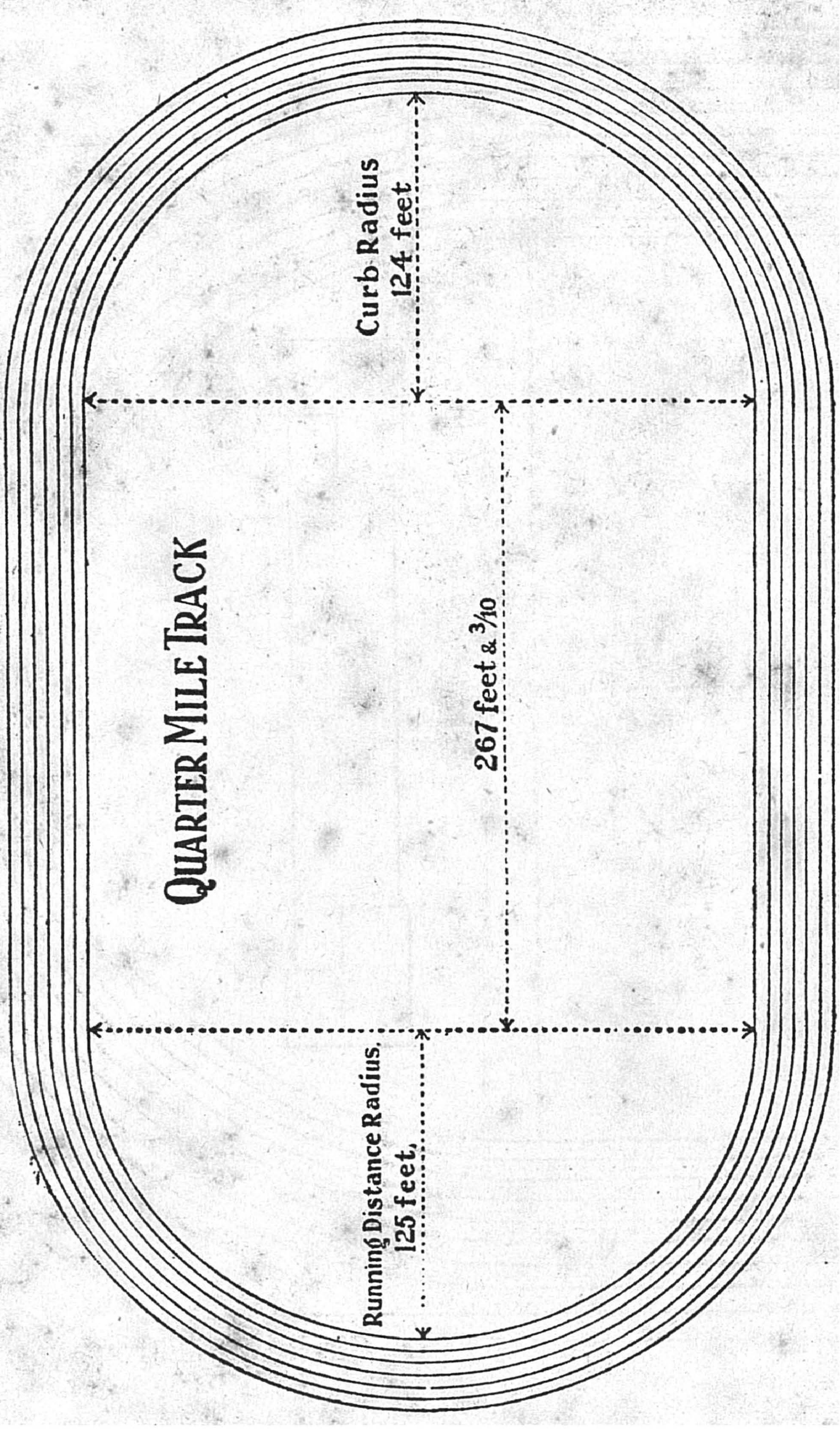
△ High Jump Pits.

✳ Vaulting Pits,

Approach for High Jump.


The Curb Radius=36.5 metres
Curb Radius=
36.5 Metres
Track
Circles for Throwing Events.
Jumping Pits.
Run way for Javelin Throw.

MADRAS


QUARTER MILE TRACK
Curb Radius
124 feet
267 feet & 3/10
Running Distance Radius
125 feet

"WORLD SPORTS" CONVERSION TABLE

(Compiled by Harold Abrahams.)

Centimetres to feet and inches

cm.		ins.	cm.		ft.	ins.
1	=	.39	10	=		3.94
2	=	.79	20	=		7.87
3	=	1.18	30	=		11.81
4	=	1.57	40	=	1	3.75
5	=	1.97	50	=	1	7.68
6	=	2.36	60	=	1	11.63
7	=	2.76	70	=	2	3.57
8	=	3.15	80	=	2	7.51
9	=	3.54	90	=	2	11.44

Metres to feet and inches

metres		ft.	ins.	metres		ft.	ins.
1	=	3	3.91	10	=	32	9.71
2	=	6	6.75	20	=	65	7.42
3	=	9	10.11	30	=	98	5.13
4	=	13	1.47	40	=	131	2.84
5	=	16	4.85	50	=	164	0.55
6	=	19	8.23	60	=	196	10.26
7	=	22	11.59	70	=	229	7.97
8	=	26	2.95	80	=	262	5.68
9	=	29	6.34	90	=	295	3.30

Example :
To convert 72.29 ins. (i.e. 72 m. 29 cm.) to ft. and ins.

metres	cm.		ft.	ins.
70	00	=	229	7.97
2	00	=	6	6.75
	20	=		7.87
	9	=		3.54
72	29	=	235	2.13

Inches to metres.

ins.		metres	ins.		metres
¼	=	.006	5	=	.127
½	=	.013	6	=	.152
¾	=	.019	7	=	.178
1	=	.025	8	=	.203
2	=	.051	9	=	.229
3	=	.076	10	=	.254
4	=	.101	11	=	.279

Feet to metres.

ft.		metres	ft.		metres.
1	=	.305	20	=	6.096
2	=	.610	30	=	9.144
3	=	.914	40	=	12.192
4	=	1.219	50	=	15.240
5	=	1.524	60	=	18.288
6	=	1.828	70	=	21.336
7	=	2.134	80	=	24.384
8	=	2.438	90	=	27.432
9	=	2.743	100	=	30.480
10	=	3.048	200	=	60.960

Example :	ft.	ins.		metres
To convert 237 ft. 2 ins.	200		=	60.960
to metres	30		=	9.144
	7		=	2.134
	—	2	=	.051
	237	2	=	72.289

Metric Distances and their English Equivalents.

Metres		Miles	yds.	ft.	Ins.
80	=		87	1	6
100	=		109	1	1
110	=		120	0	9
200	=		218	2	2
400	=		437	1	4
800	=		874	2	8
1,500	=		1,640	1	4
3,000	=	1	1,520	2	6
5,000	=	3	188	0	2
10,000	=	6	376	0	4
42,195*	=	26	385	0	0
50,000	=	31	120	1	9

(*Marathon distance).

Ounces and pounds to kilograms.

1 ounce	=	.0280
1 lb. (16 oz.)	=	.4530
1 stone (14 lb.)	=	6.350
16 lbs.	=	7.257

Kilograms to lbs. and ozs.

1 kg.	=	2 lb.	3.27 oz.

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